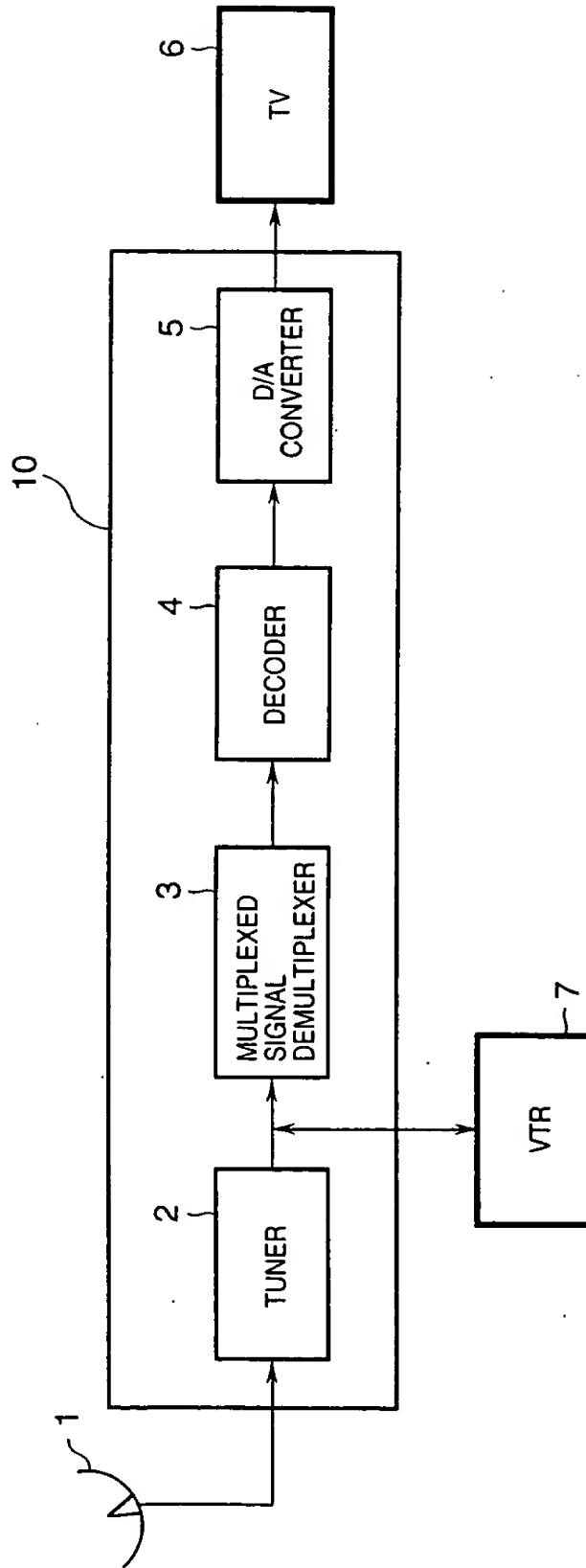


FIG. 1



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FIG. 2

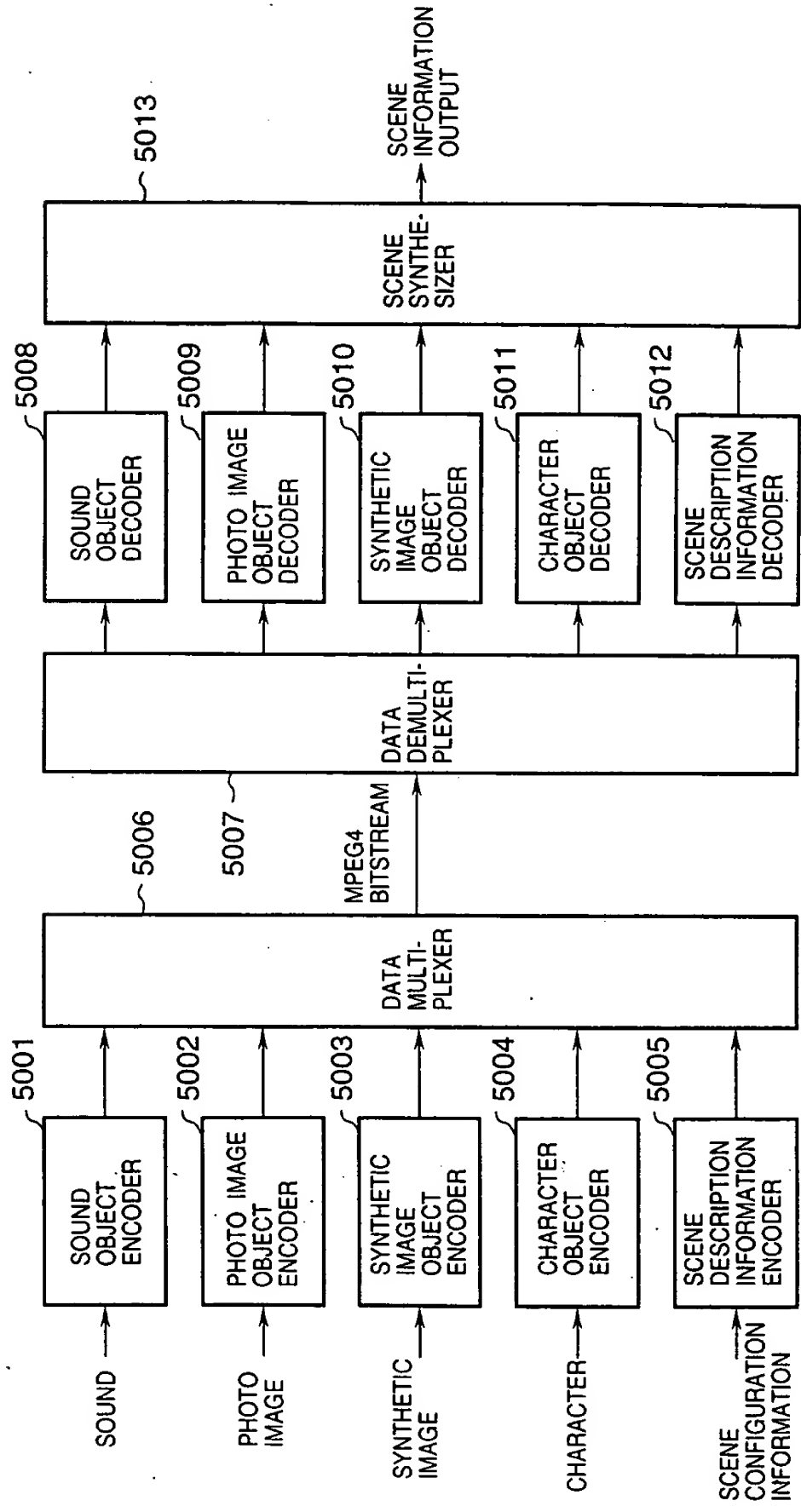


FIG. 3

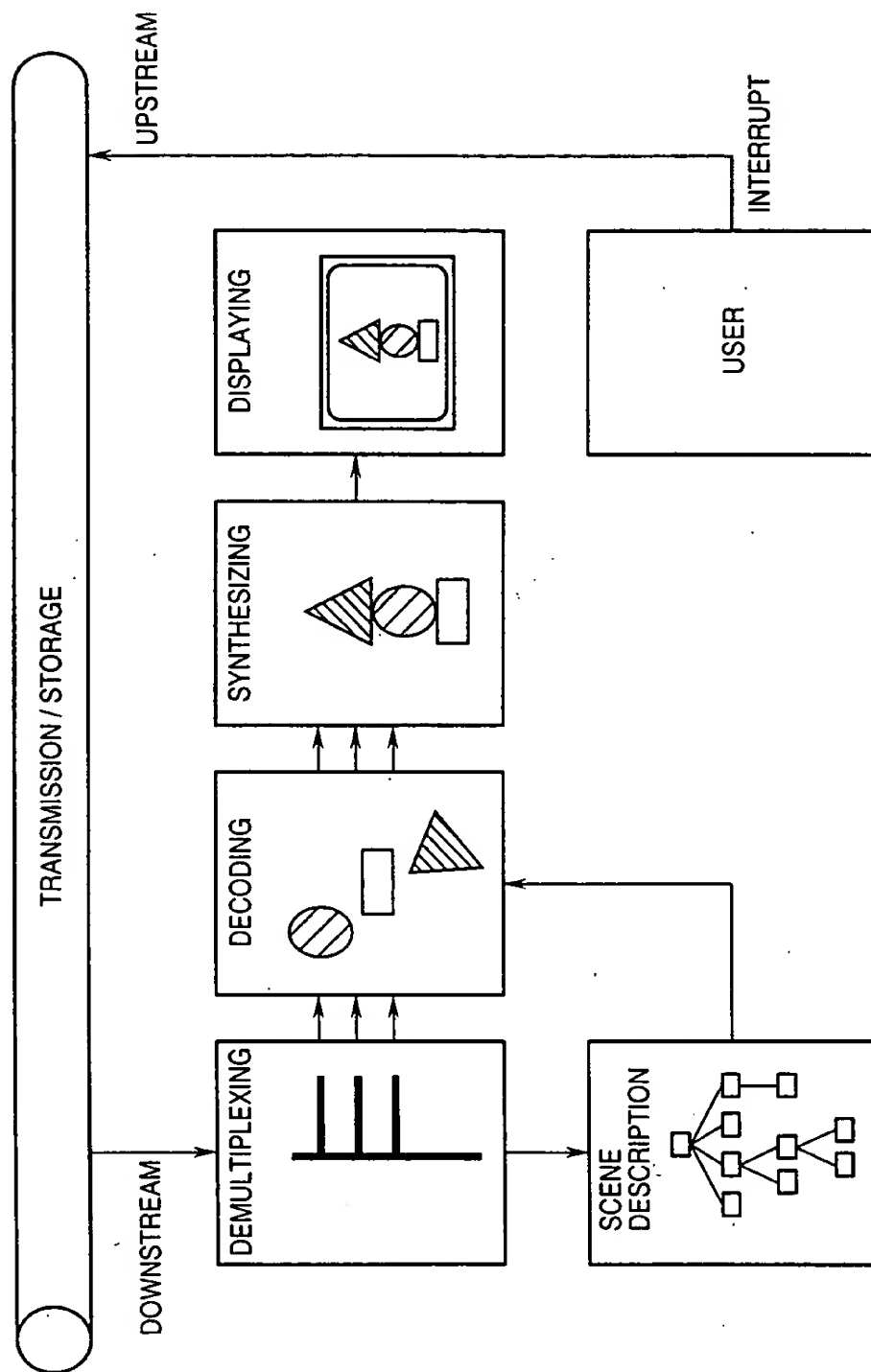


FIG. 4

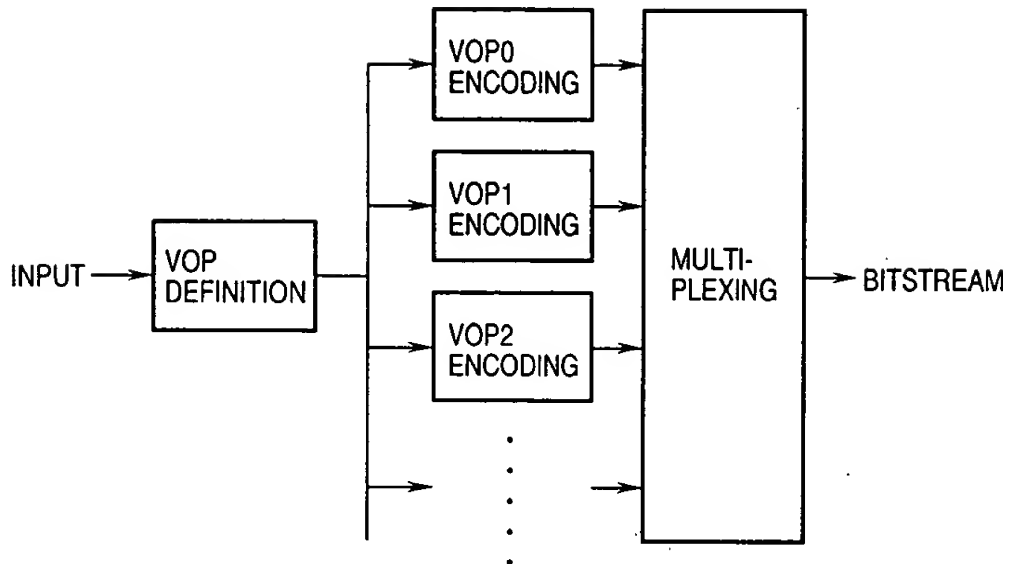
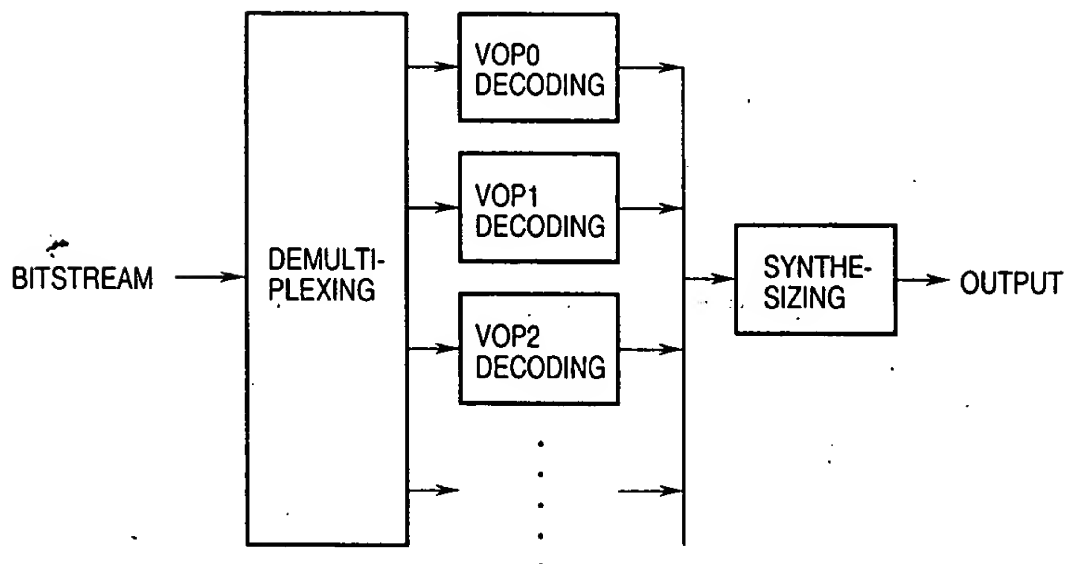


FIG. 5



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FIG. 6

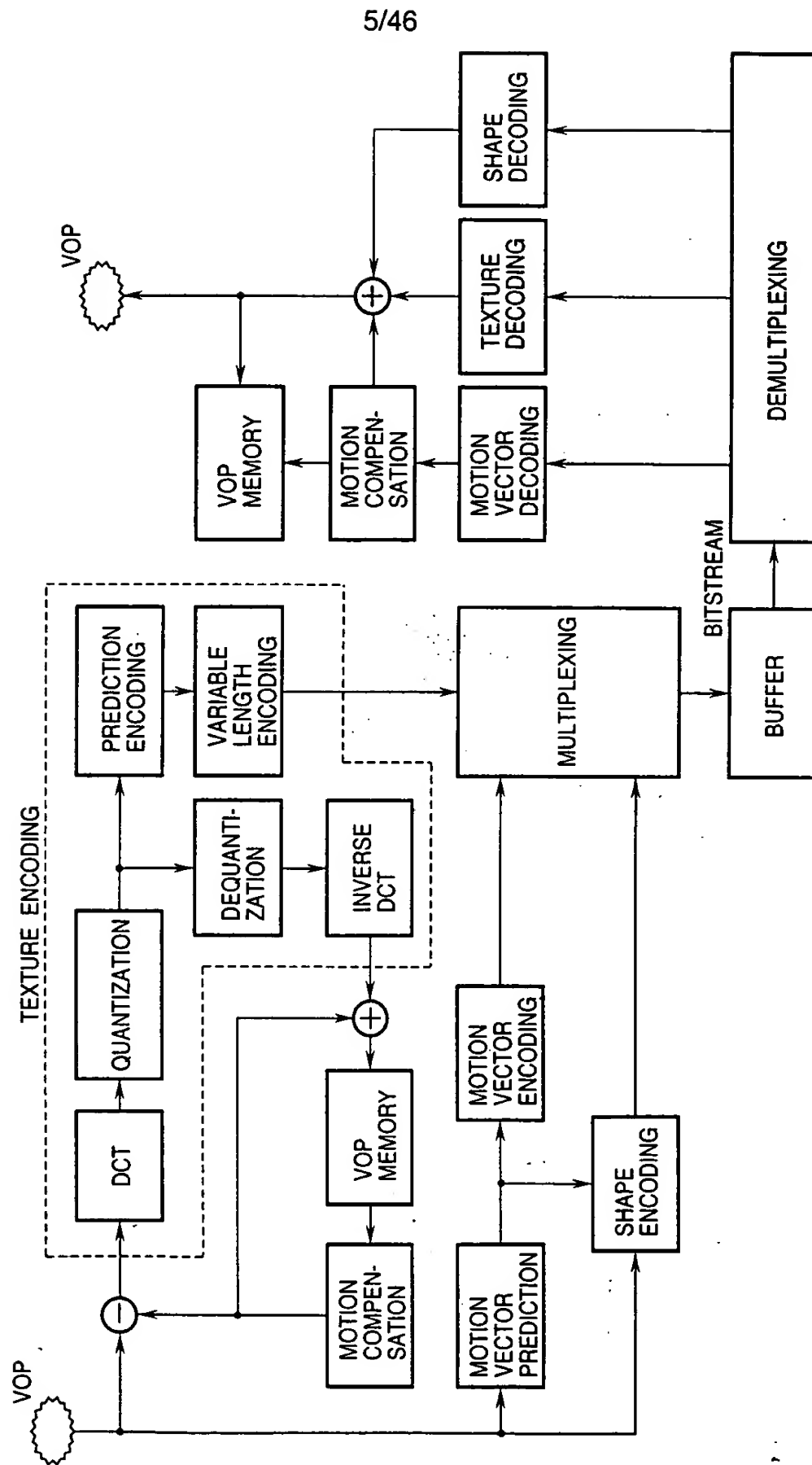
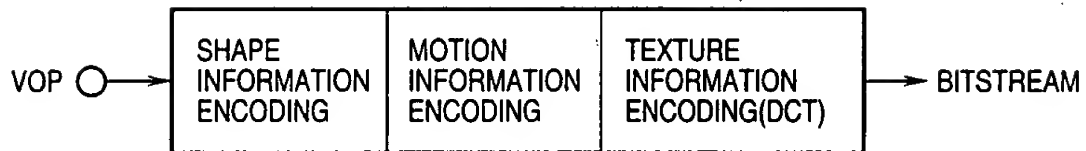


FIG. 7A

OBJECT UNIT ENCODING

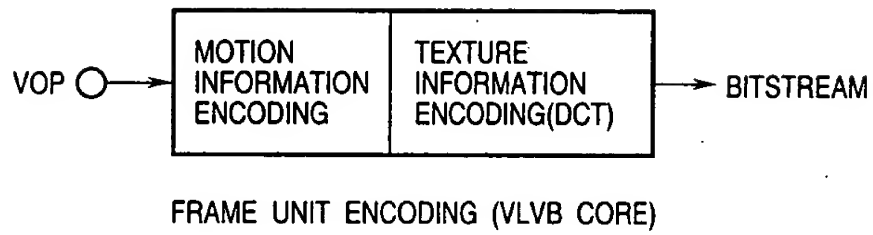
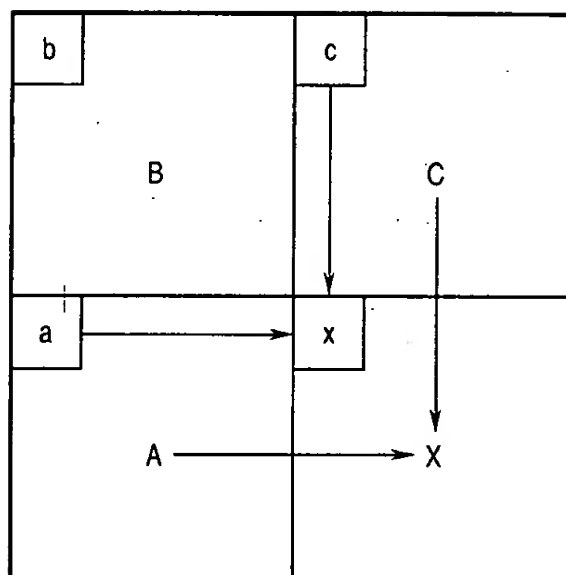
FIG. 7B

FIG. 8

a, b, c, x : QUANTIZATION COEFFICIENT OF DC COMPONENT

A, B, C, X : QUANTIZATION COEFFICIENT OF AC COMPONENT

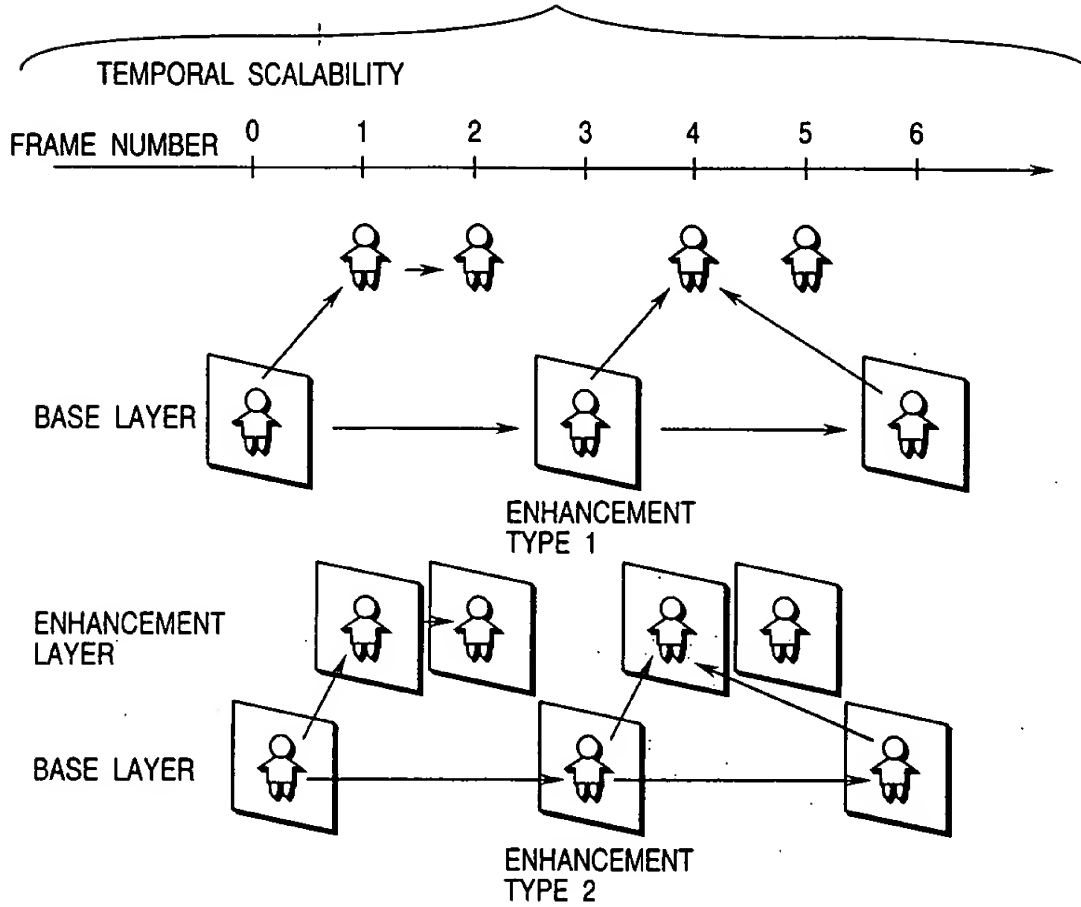
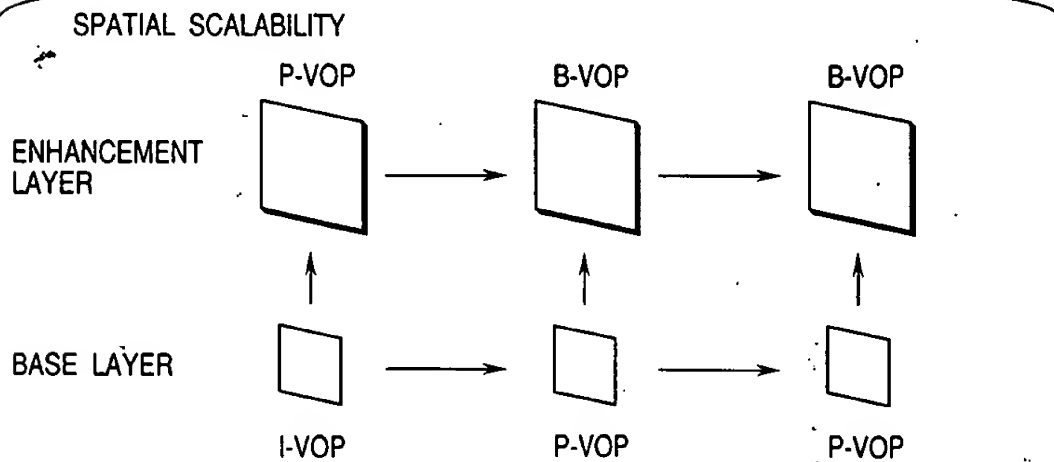
FIG. 9A**FIG. 9B**

FIG. 10A

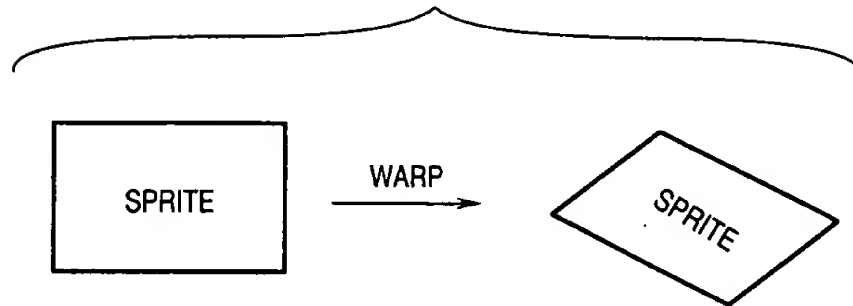


FIG. 10B

PERSPECTIVE TRANSFORMATION	$x' = (ax + by + c) / (gx + hy + 1)$ $y' = (dx + ey + f) / (gx + hy + 1)$
AFFINE TRANSFORMATION	$x' = ax + by + c$ $y' = dx + cy + f$
EQUIDIRECTIONAL UPSCALING(a)/ROTATION(θ)/ MOVEMENT(c,f)	$x' = \cos \theta x + \sin \theta y + c$ $y' = -\sin \theta x + \cos \theta y + f$
TRANSLATION	$x' = x + c$ $y' = y + f$

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FIG. 11

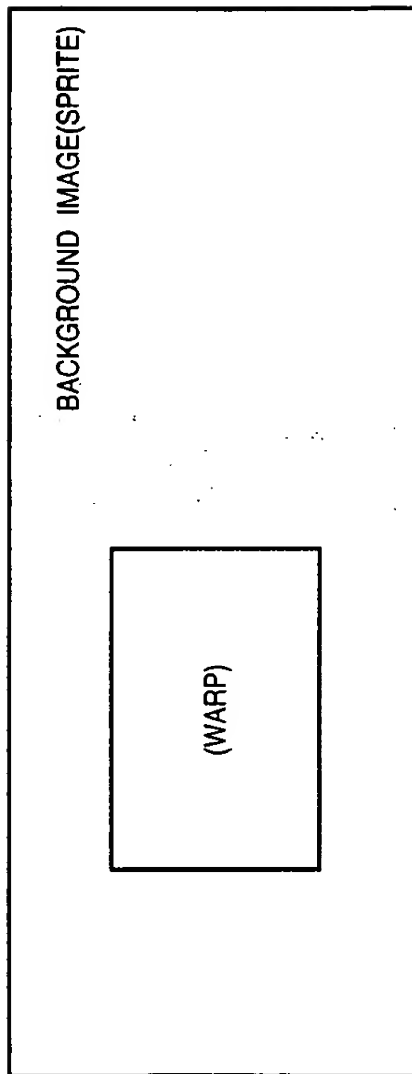


FIG. 12

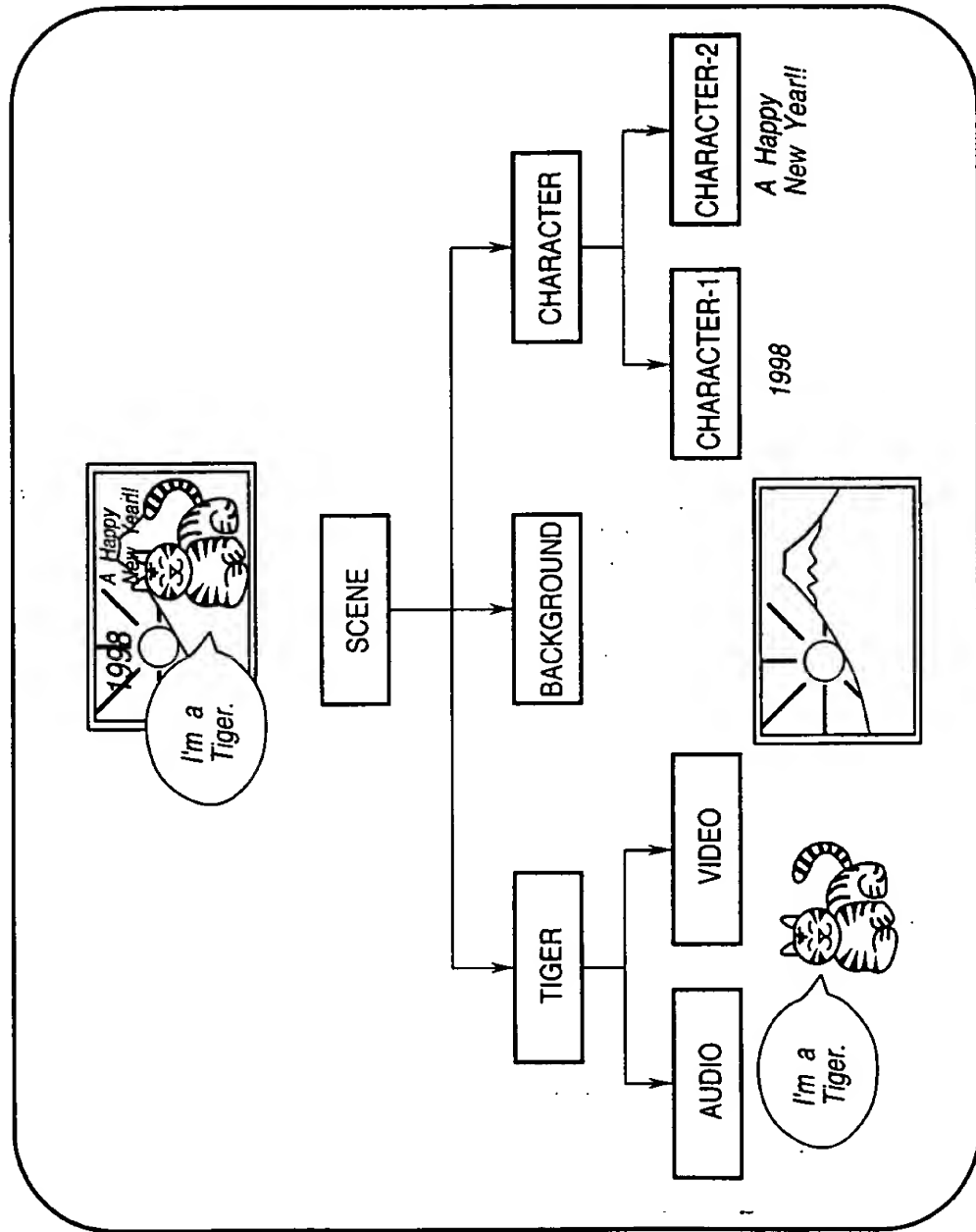


FIG. 13

CODING SCHEME		BIT RATE k bit/s
PARAMETRIC CODING	IL	6 - 16
	HVXC	2 - 6
CELP CODING	WB-CELP	14 - 24
	NB-CELP	4 - 12
TIME/FREQUENCY CONVERSION CODING(T/F CONVERSION)	AAC COMPATIBLE	24 - 64
	TwinVQ	6 - 40
SNHC	SA CODING (MUSIC TONE SYNTHESIS)	—
	TTS CODING (MUSIC TONE SYNTHESIS)	—

CELP: Code Excited Linear Prediction
SNHC: Synthetic Natural Hybrid Coding

FIG. 14

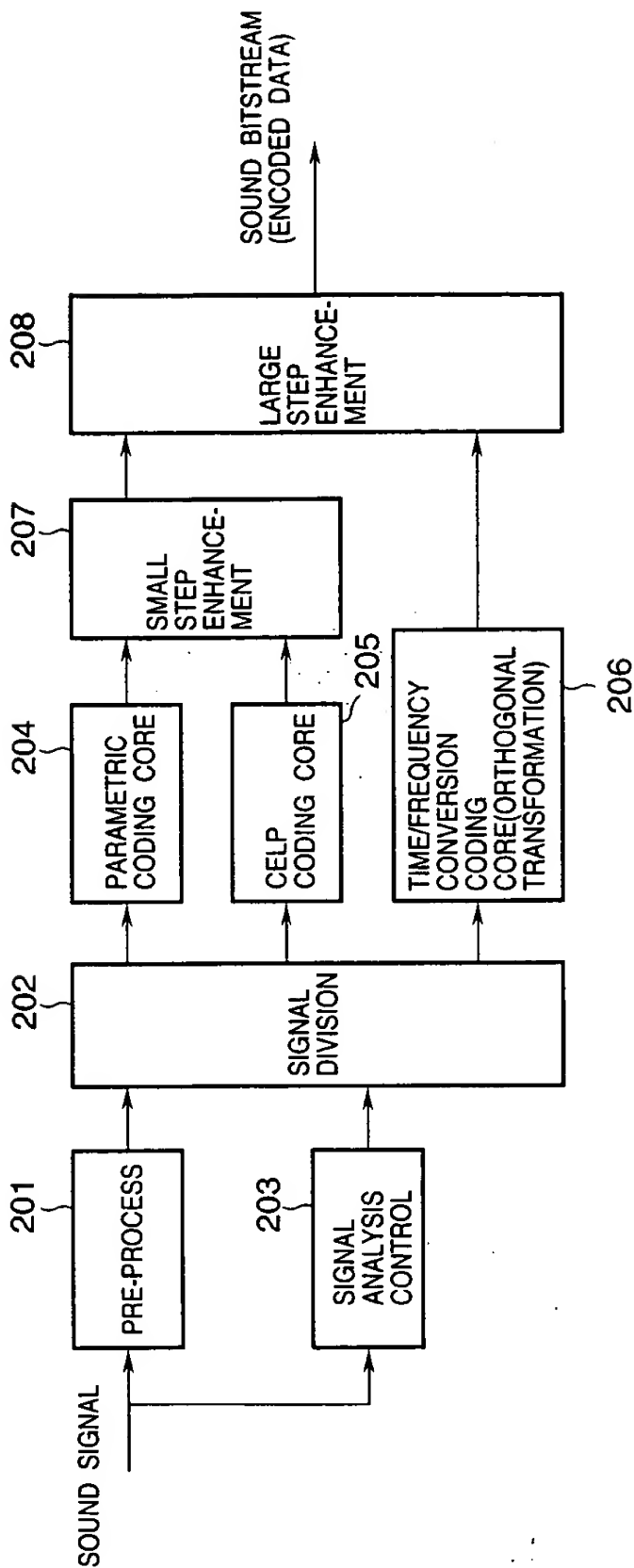
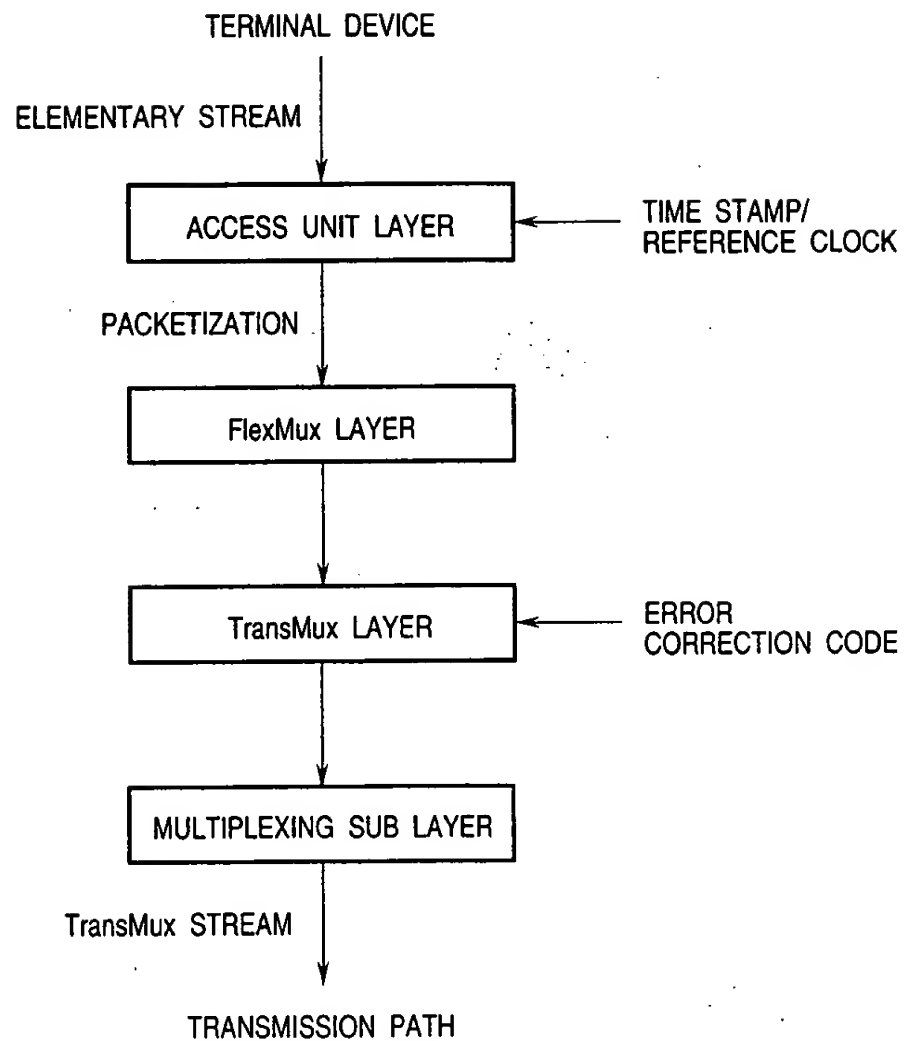
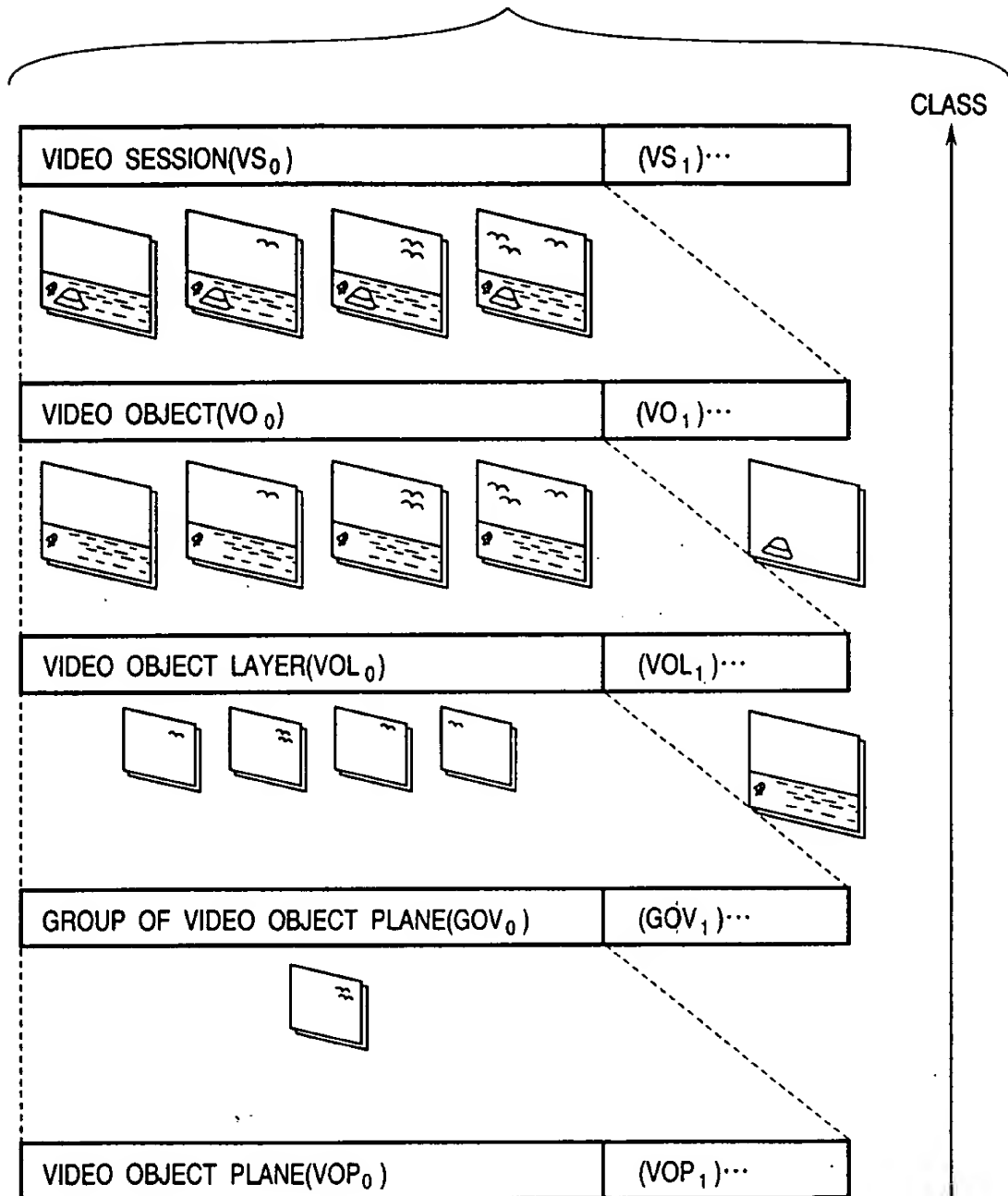


FIG. 15

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FIG. 16



VS: Video Session
 VO: Video Object
 VOL: Video Object Layer
 GOV: Group Of Video Object Plane
 VOP: Video Object Plane

FIG. 17

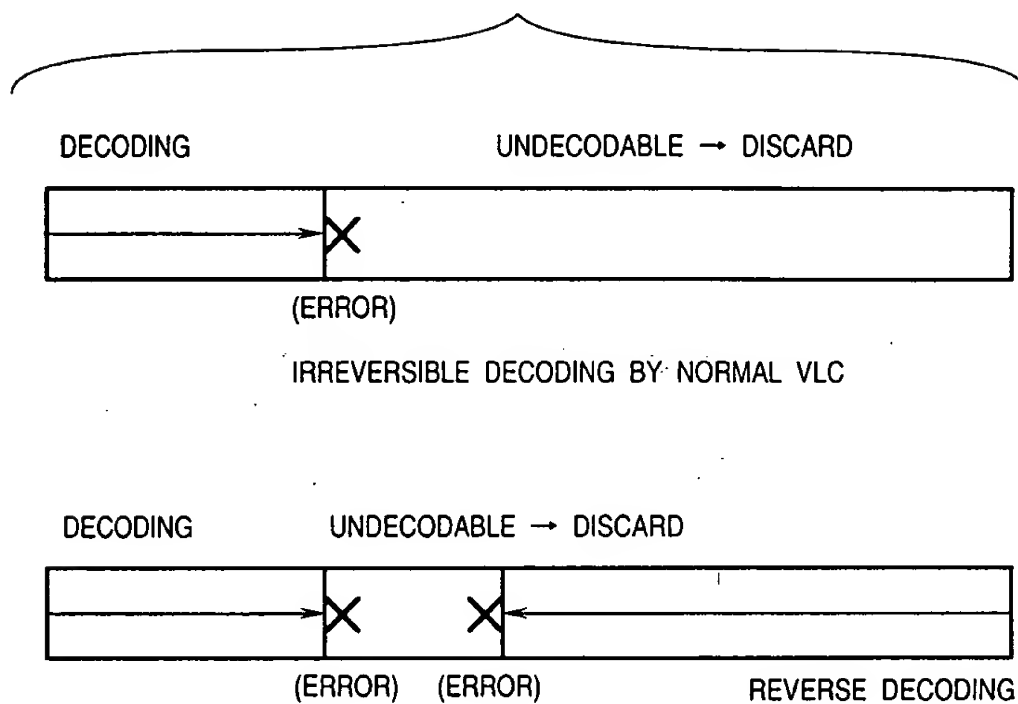


FIG. 18



INSERTION OF RM (RESYNCHRONIZATION MARKER)

	RM	MACRO-BLOCK NUMBER	QUANTI-ZATION SCALE VALUE		RM	MACRO-BLOCK NUMBER	QUANTI-ZATION SCALE VALUE
--	----	--------------------	---------------------------	--	----	--------------------	---------------------------

SLICE

INSETION OF MM (MOTION MAKER) < DATA PARTITIONING >

	MOTION INFORMATION	MM	TEXTURE INFORMATION	
--	--------------------	----	---------------------	--

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FIG. 19

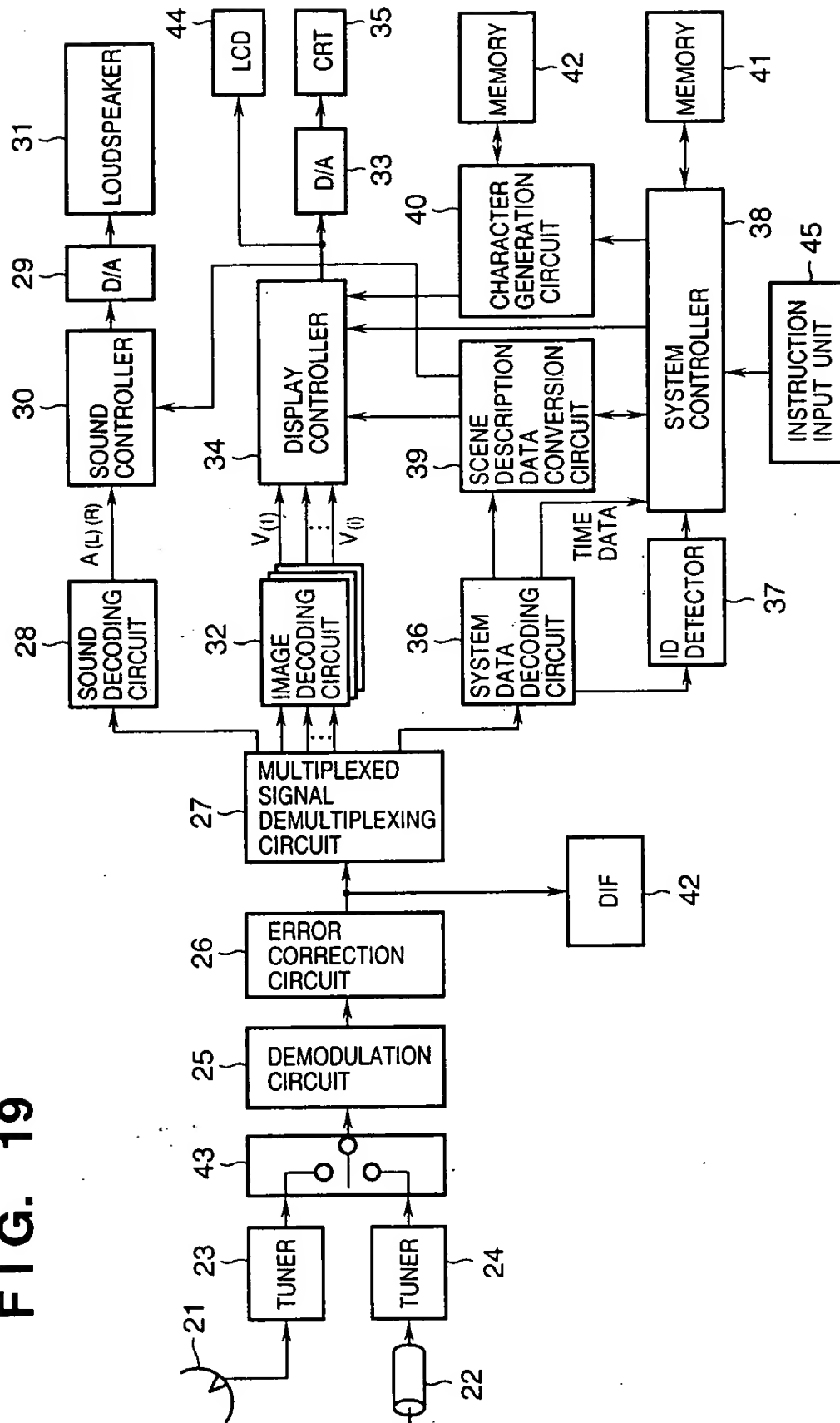


FIG. 20

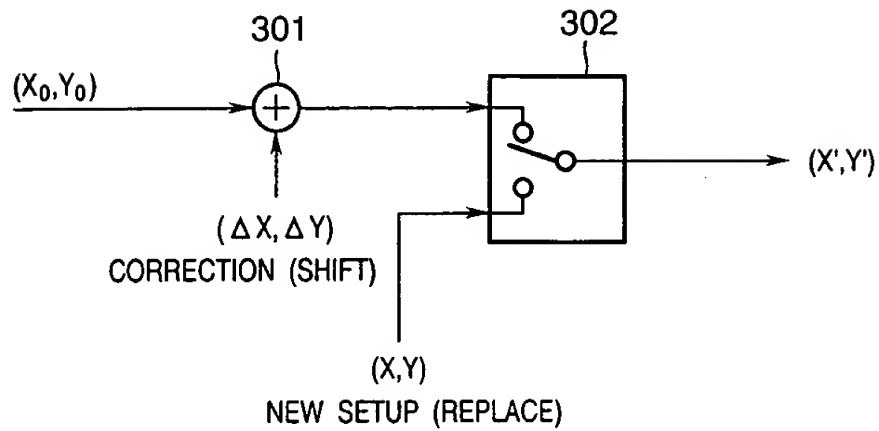


FIG. 21

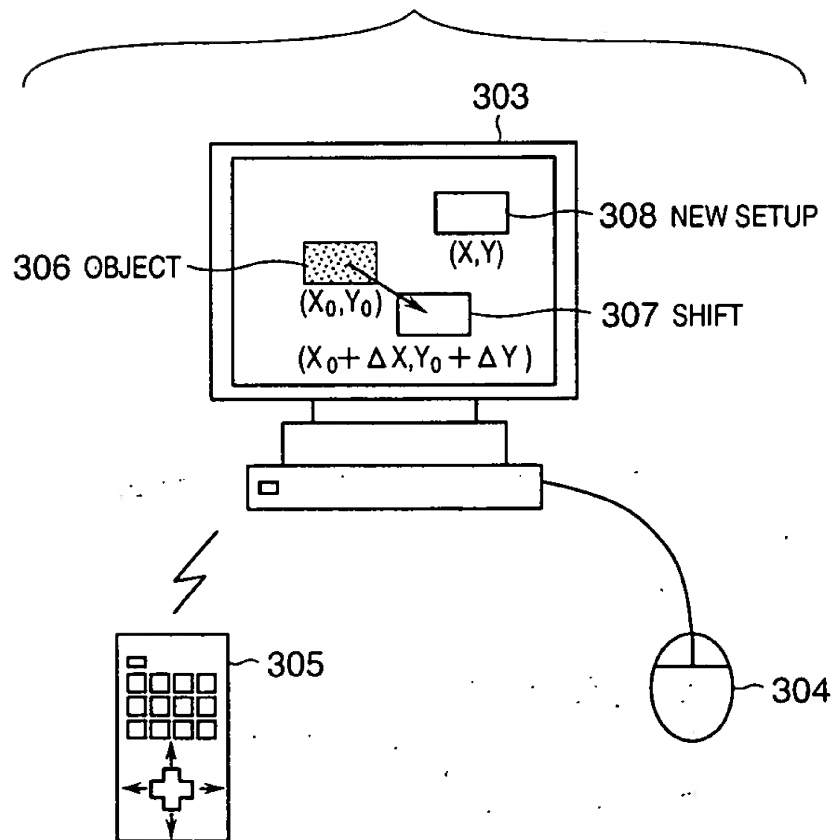
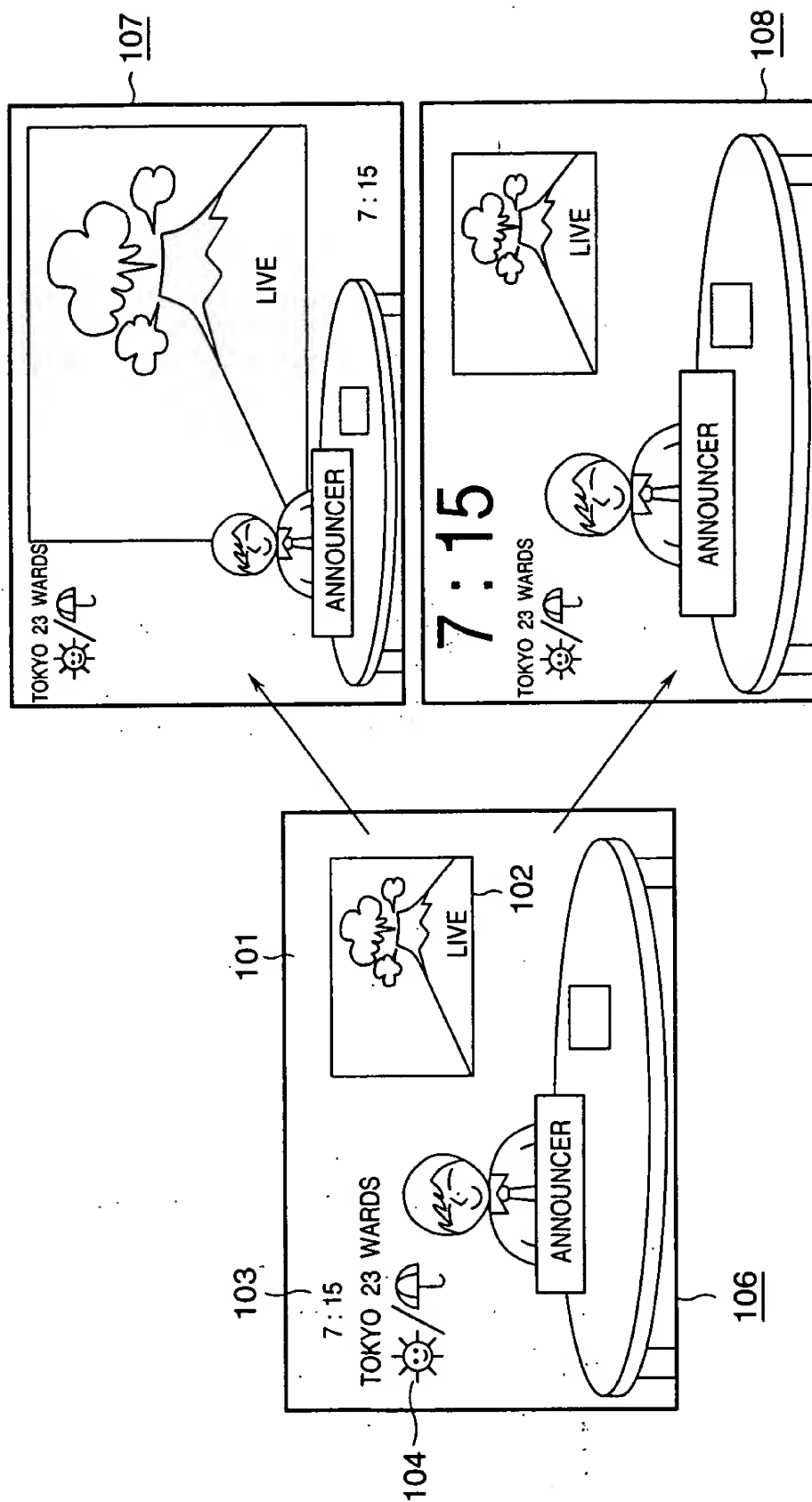


FIG. 23



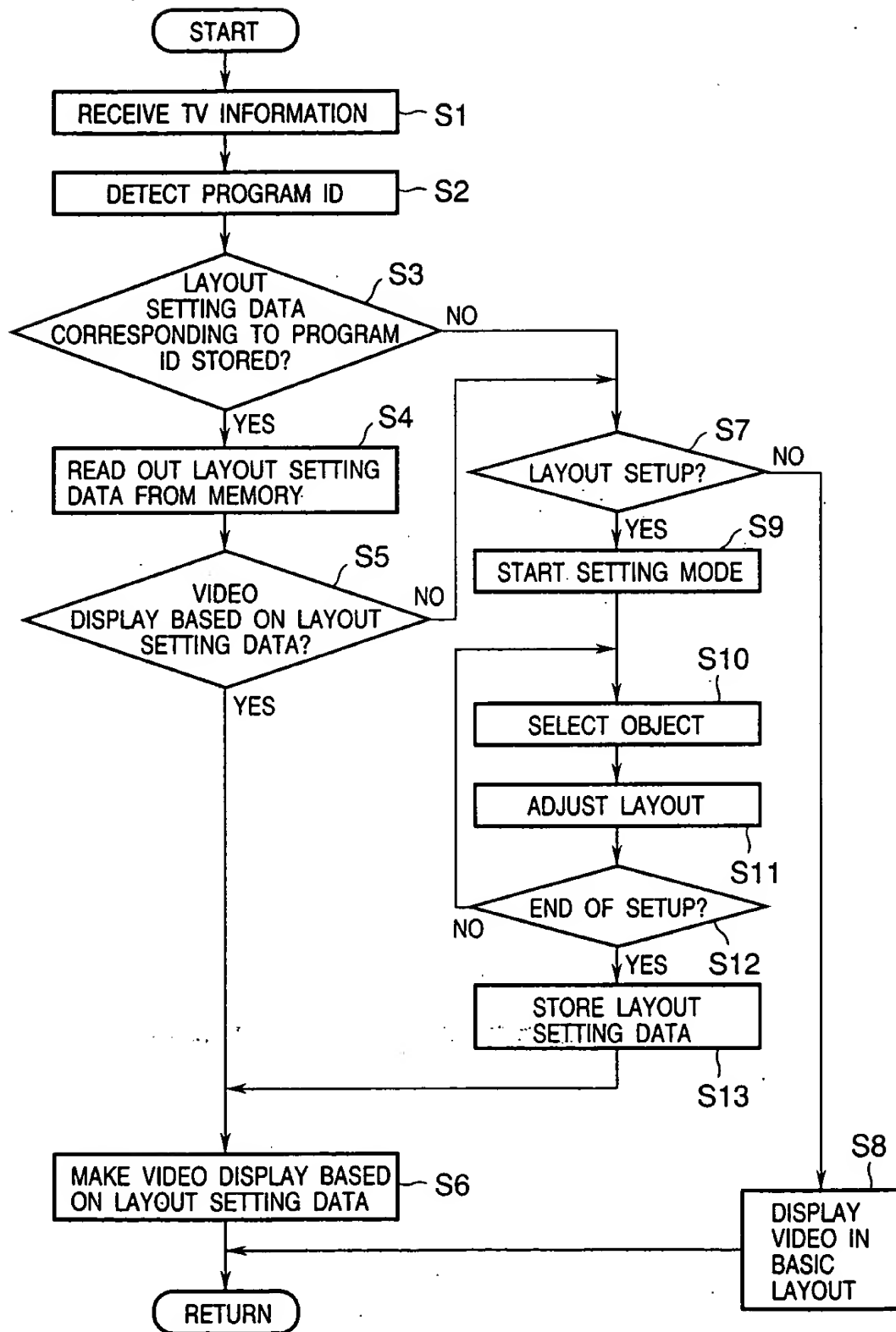
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FIG. 24

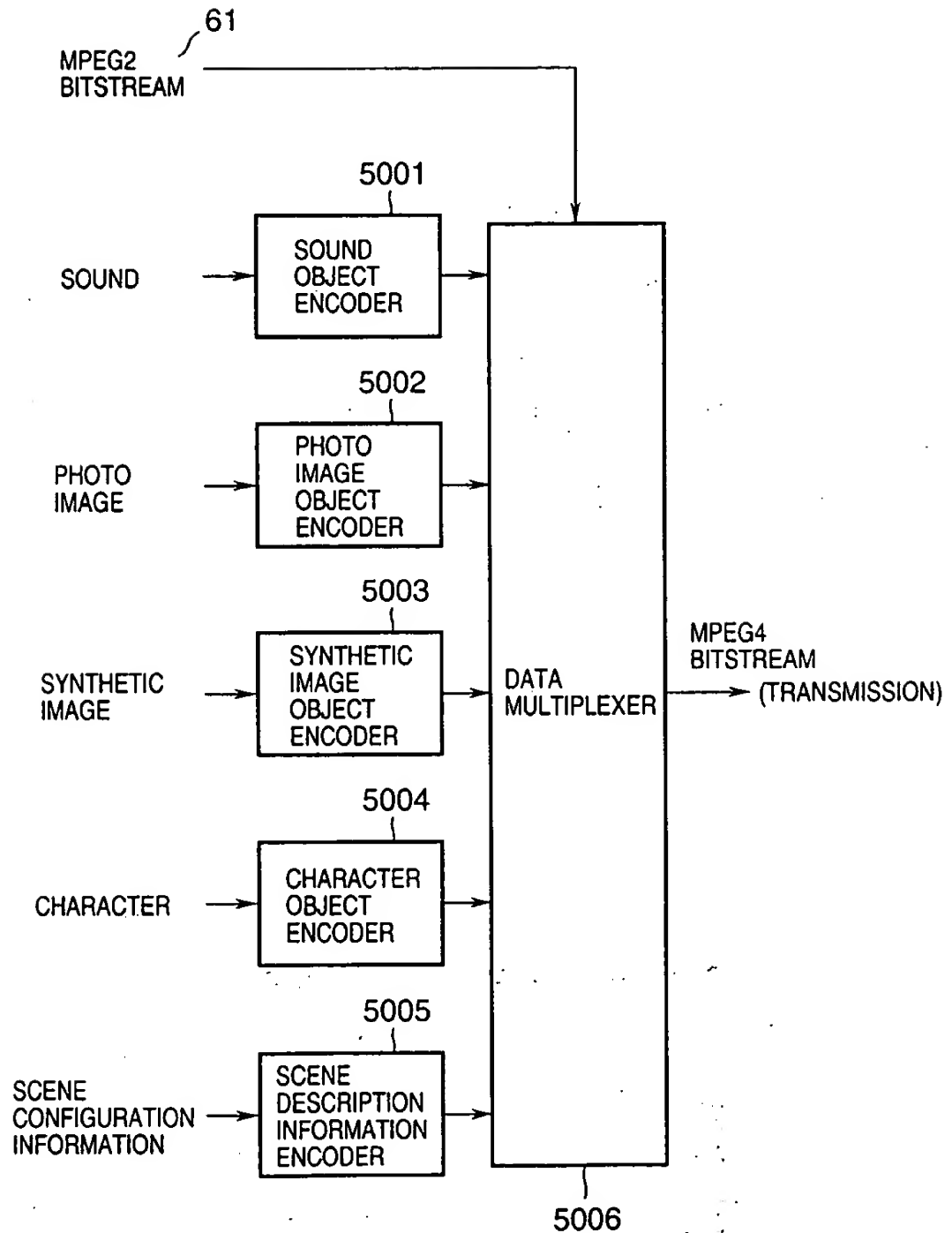
OBJECT 1	OBJECT 2	OBJECT 3	OBJECT 4	OBJECT 5	SCENE DESCRIPTION	ADDITIONAL DATA
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FIG. 25



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FIG. 26



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FIG. 27

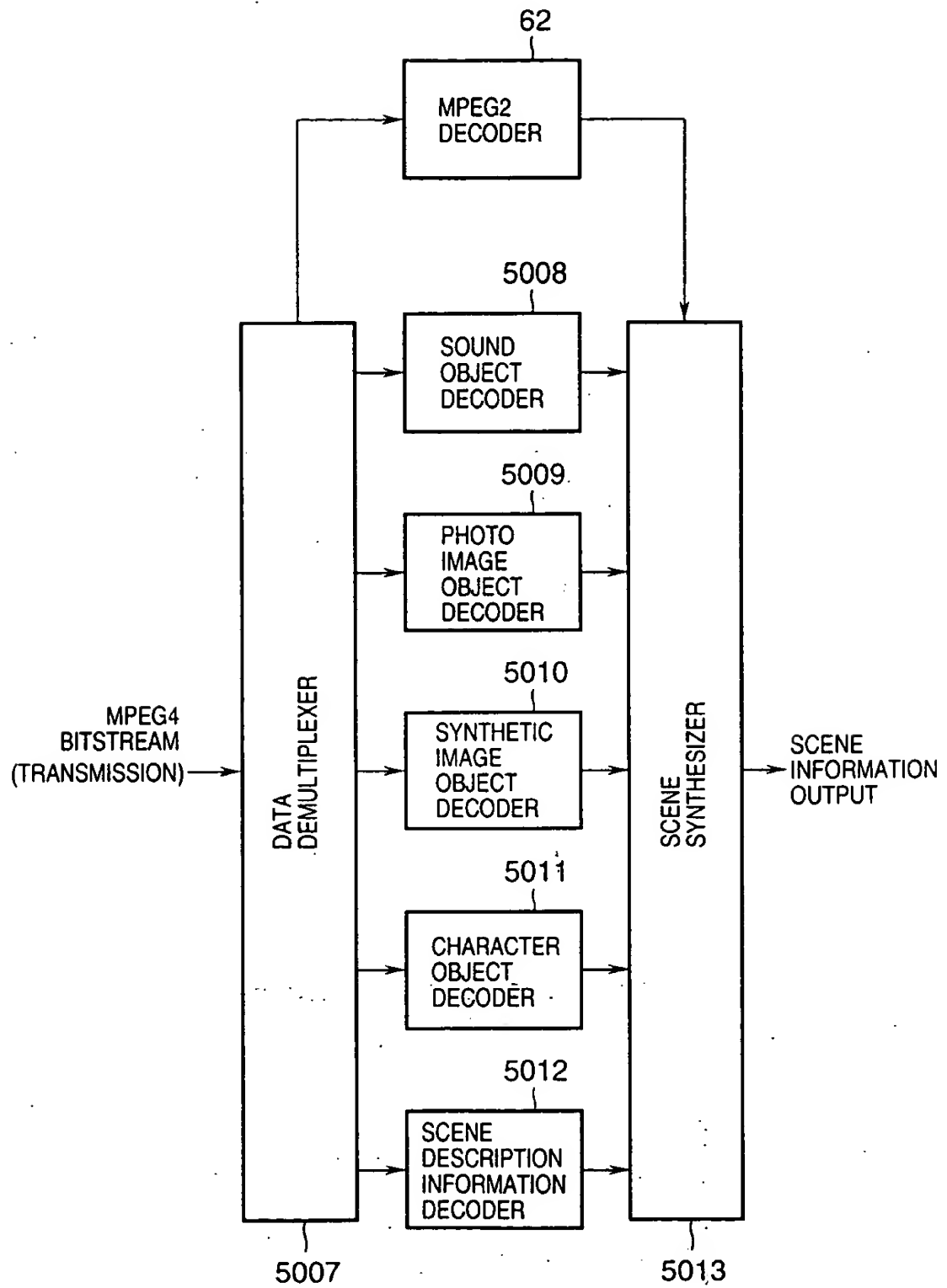


FIG. 28

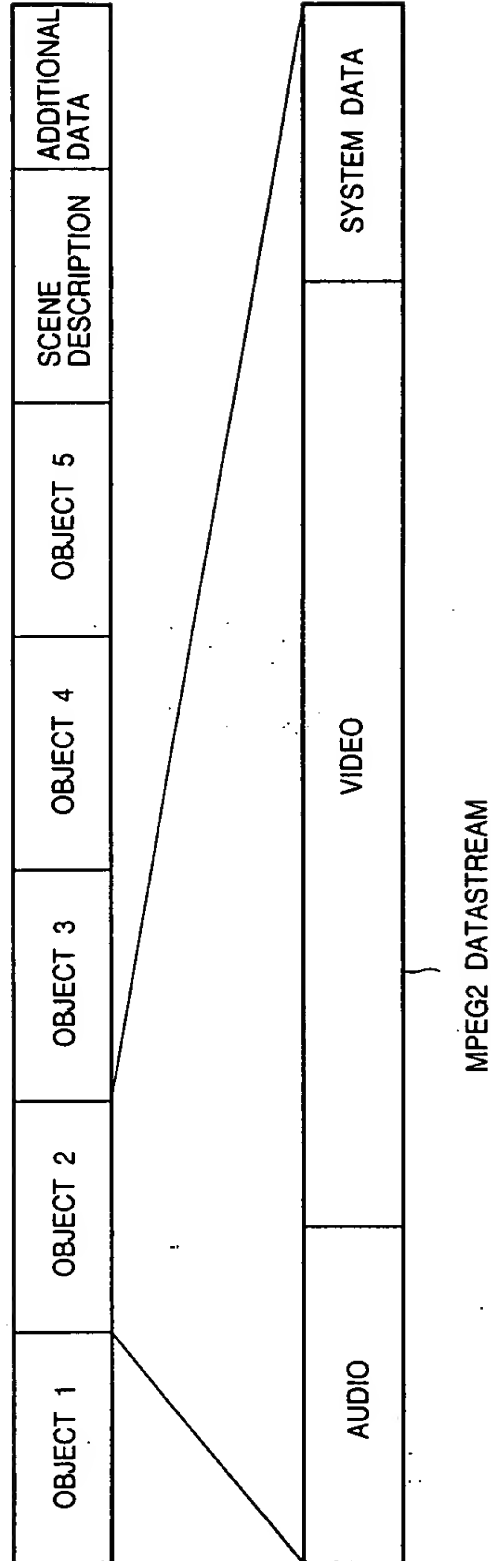
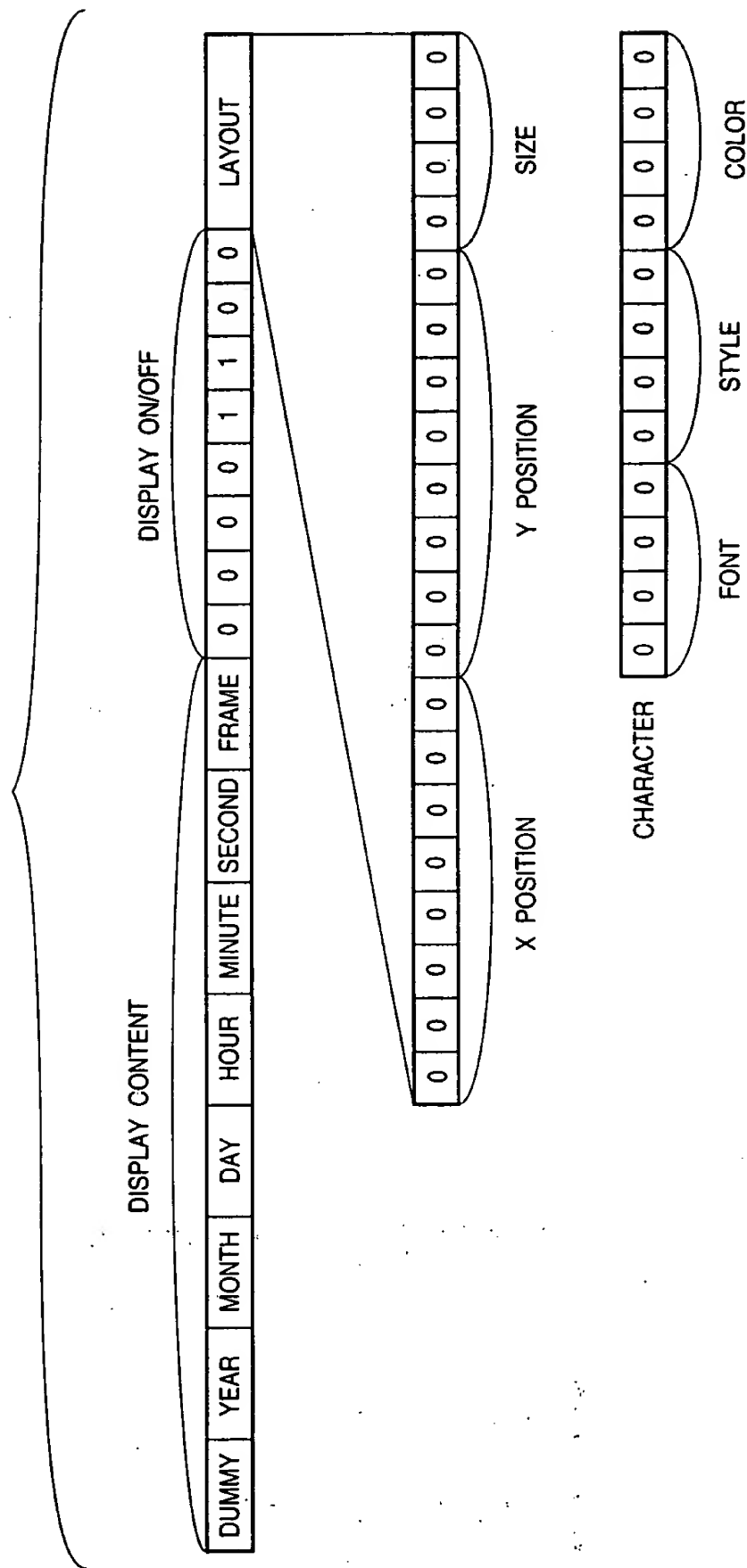


FIG. 29



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FIG. 30

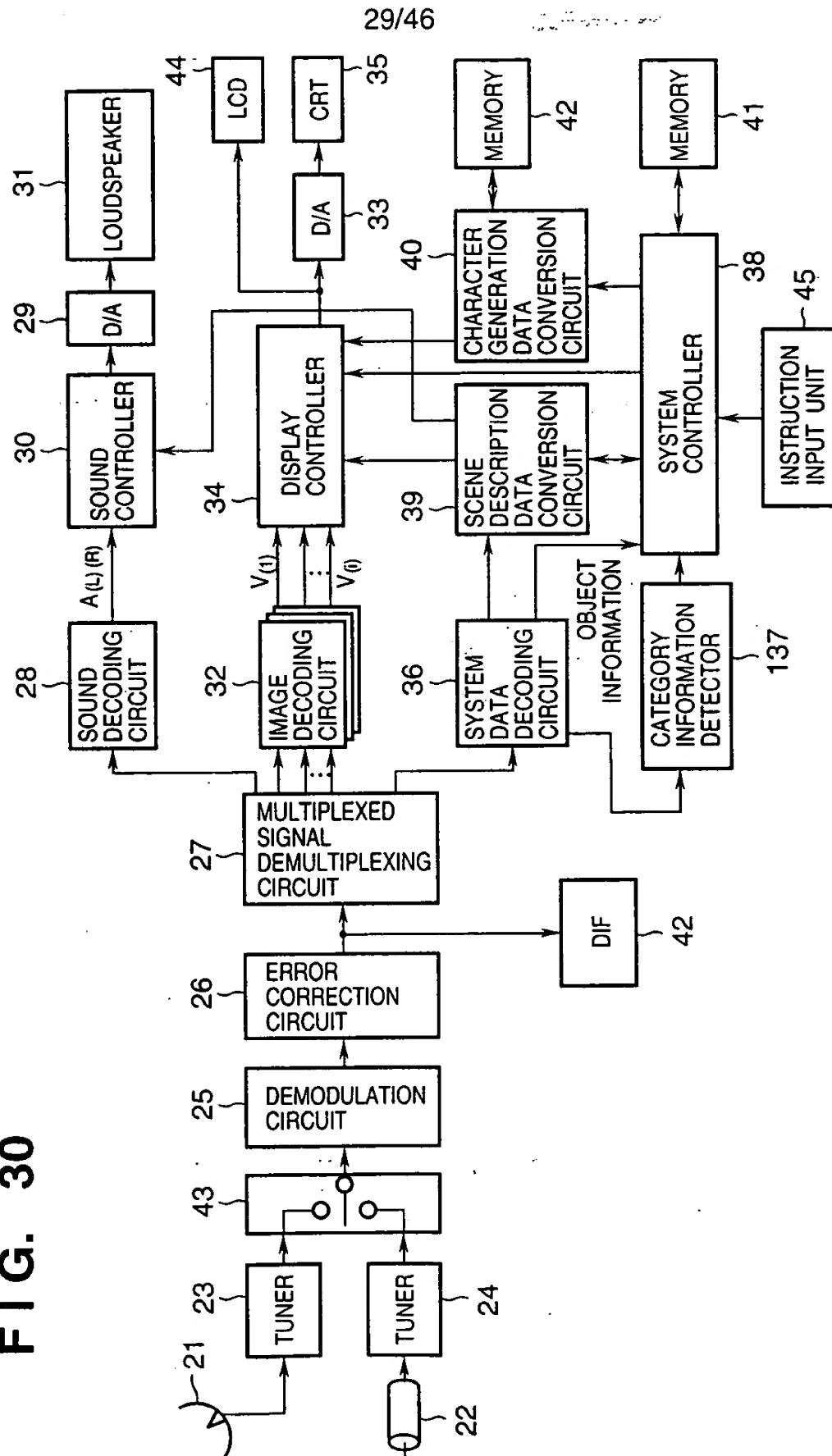


FIG. 31

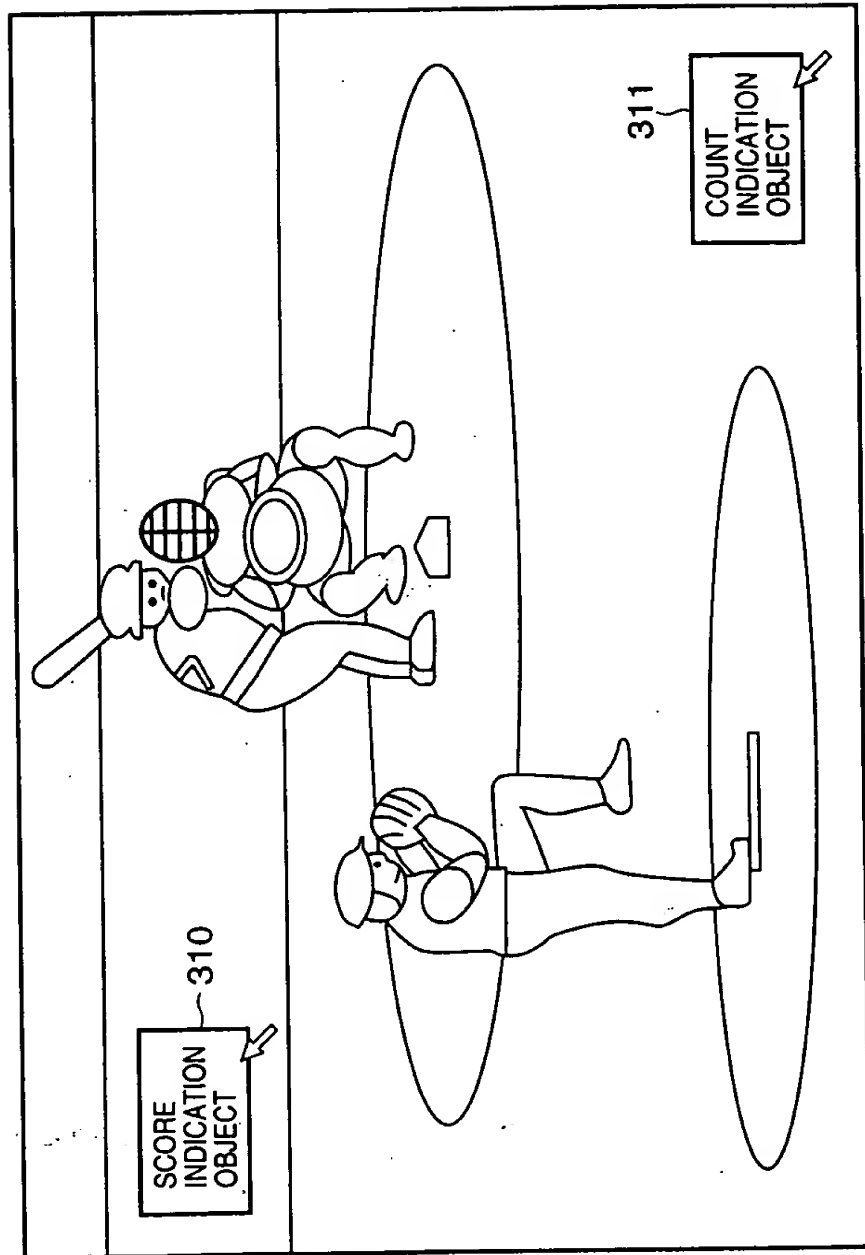


FIG. 32

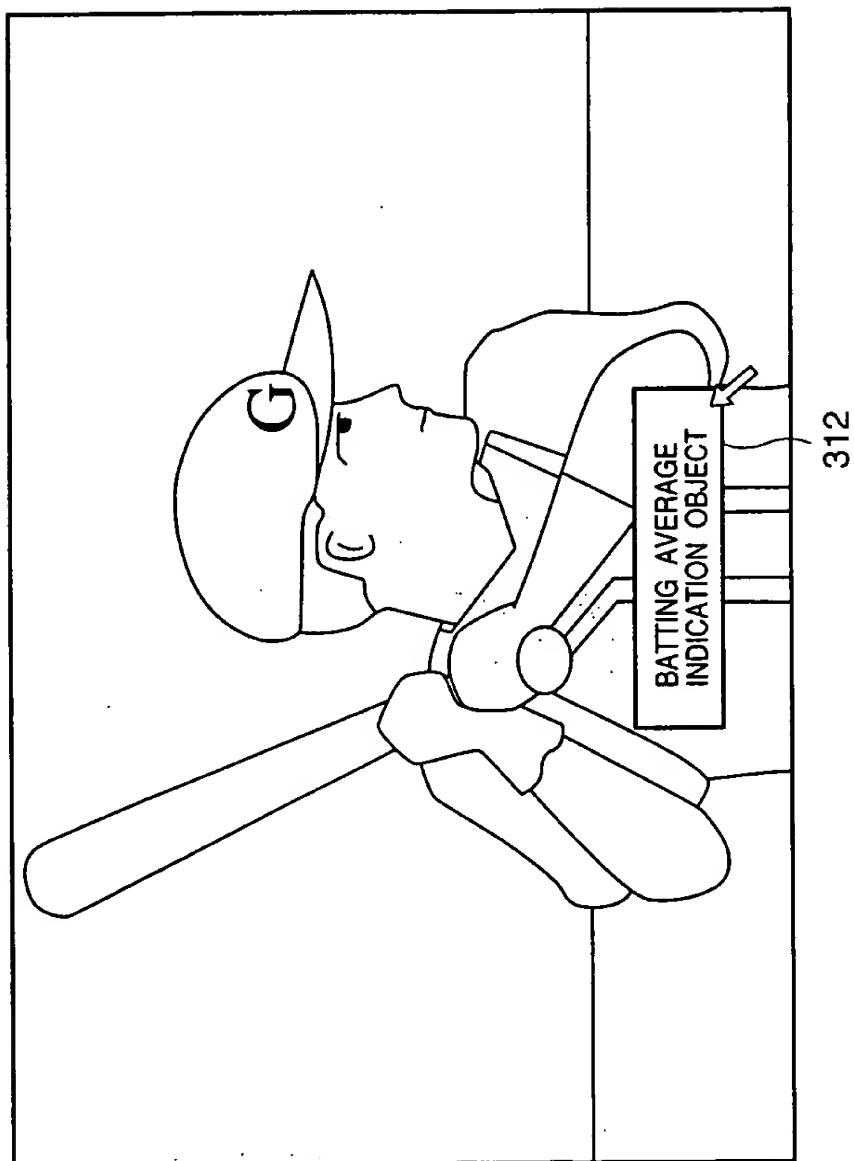


FIG. 33

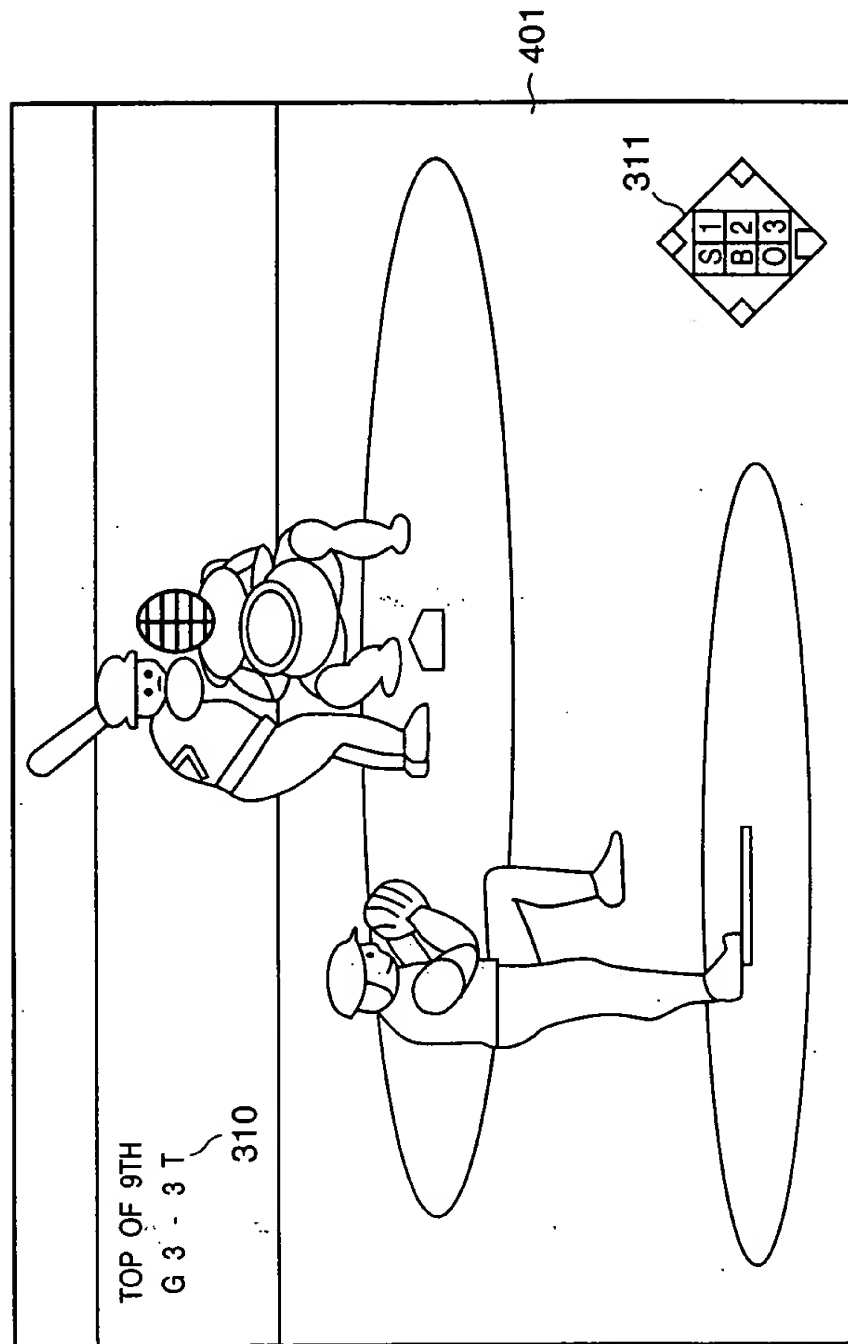


FIG. 34

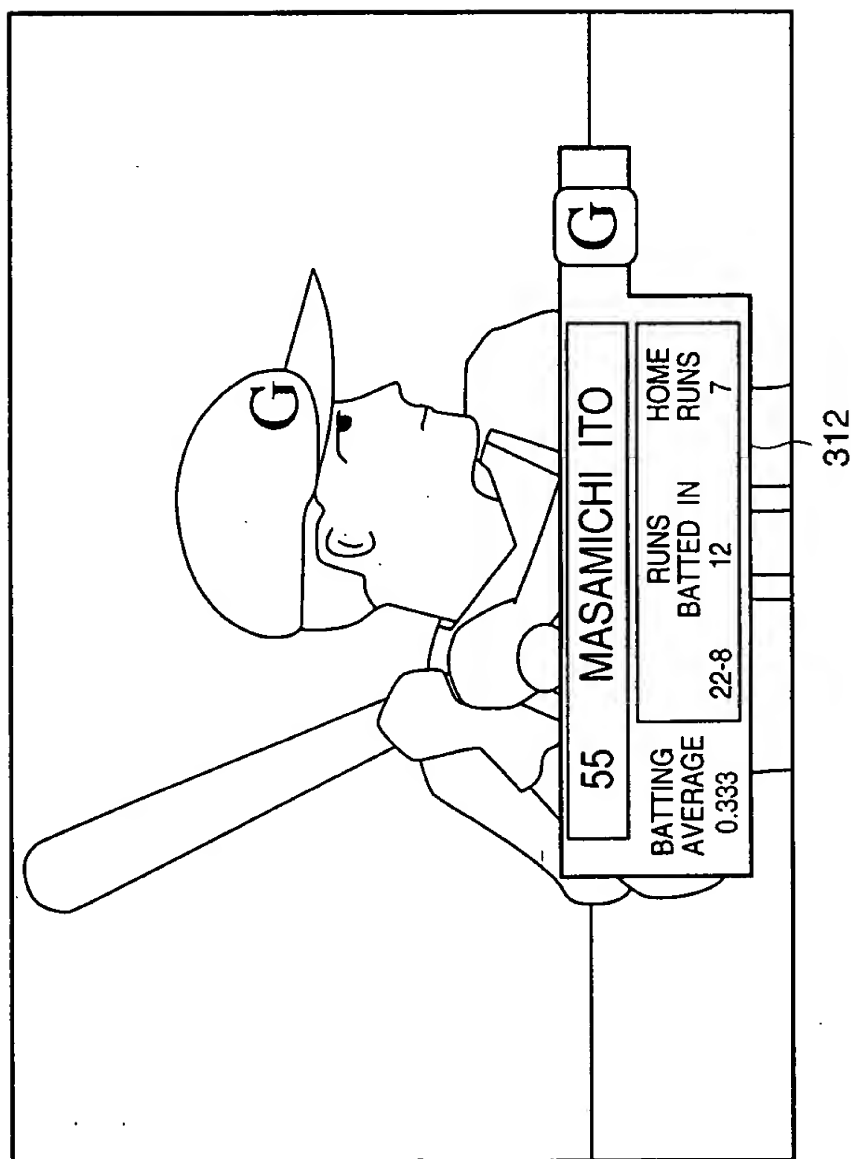
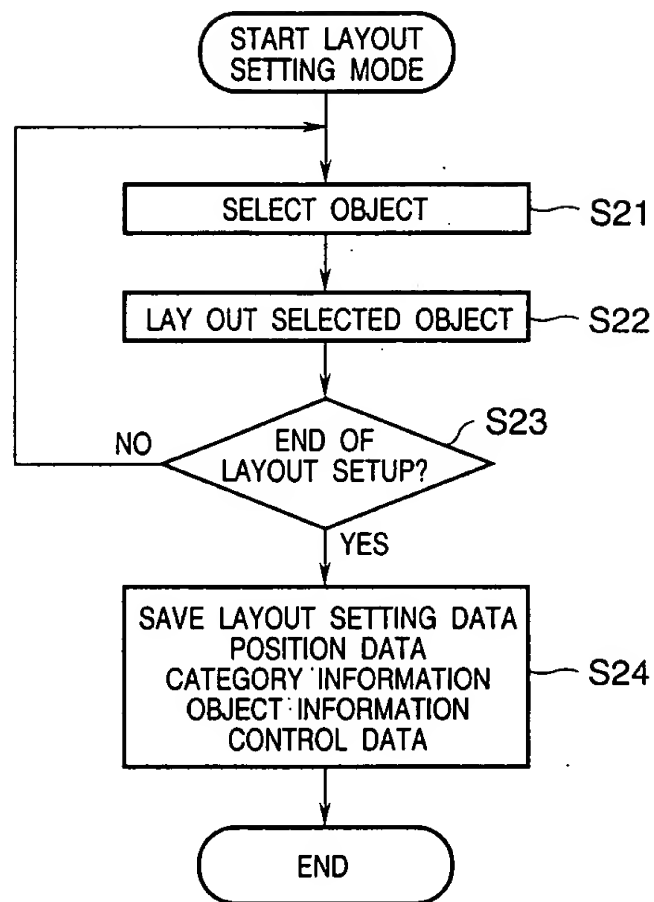


FIG. 35



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FIG. 36

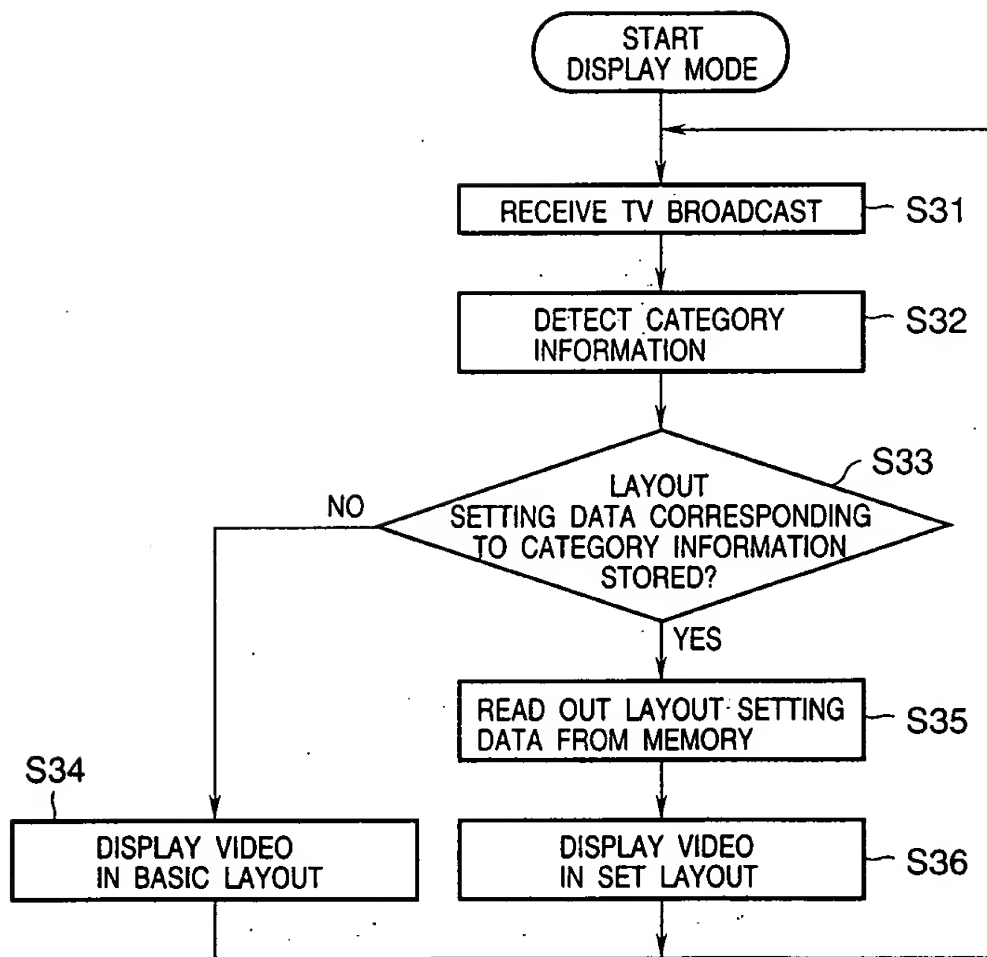


FIG. 37

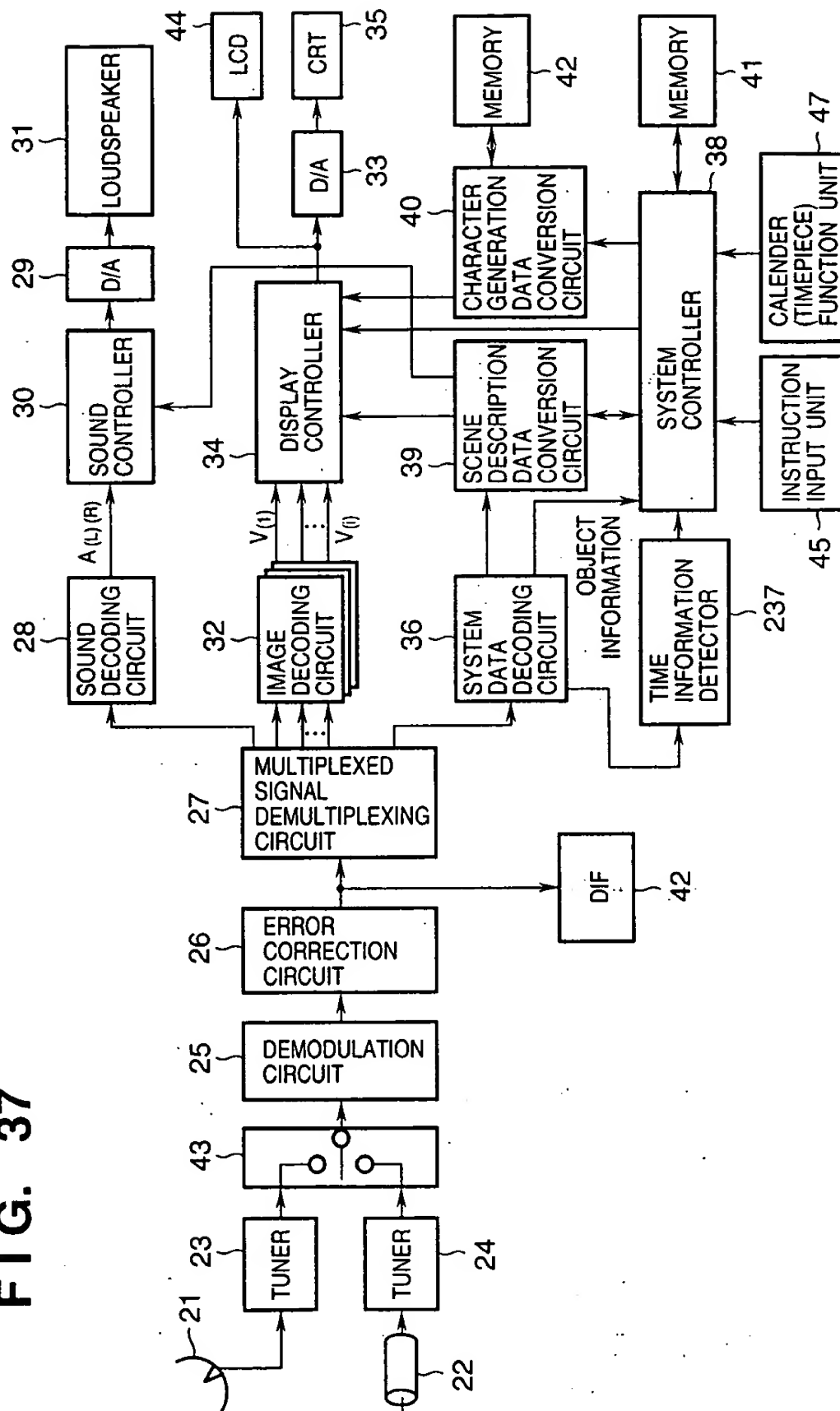


FIG. 38

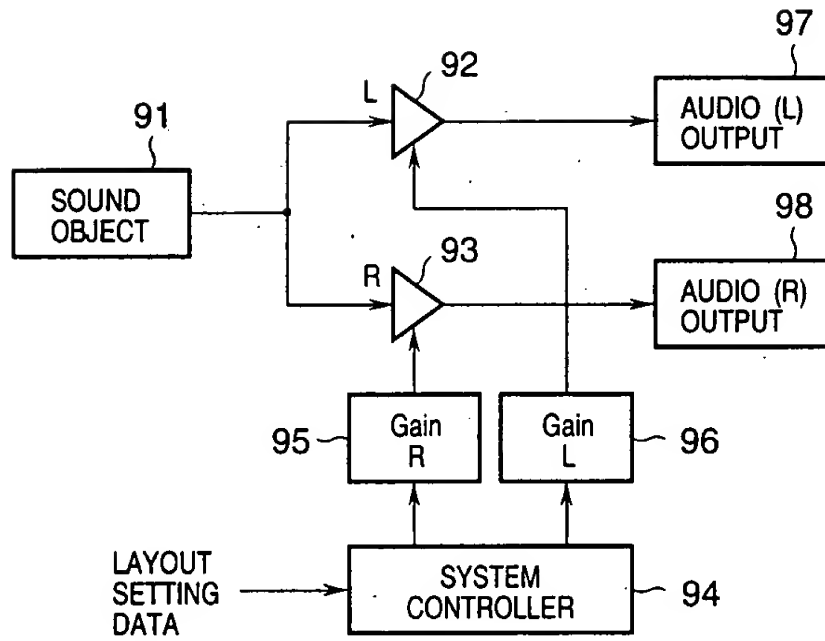
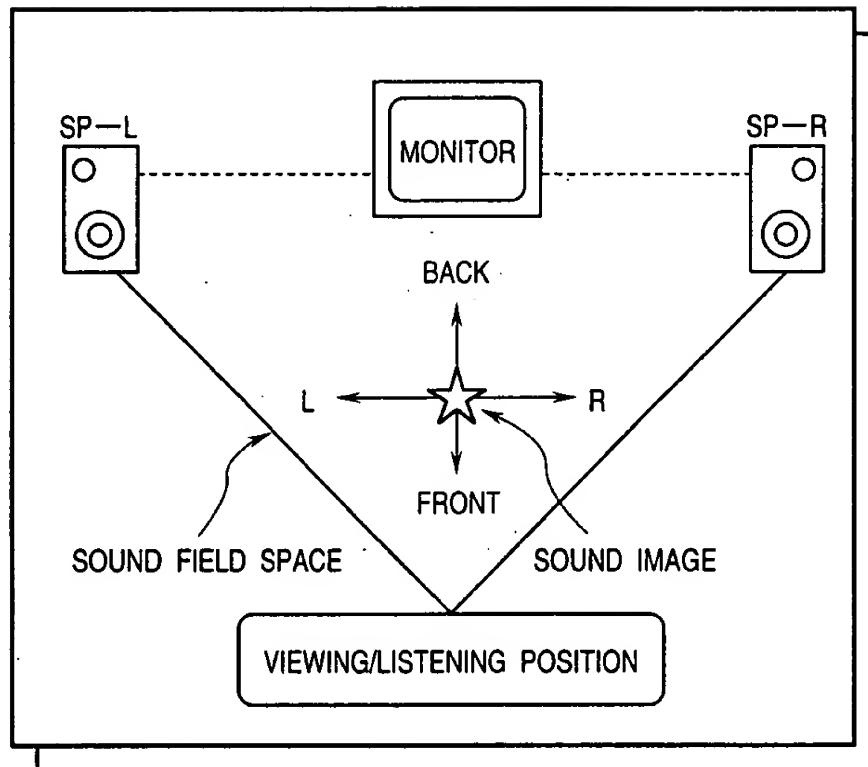


FIG. 39

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FIG. 40

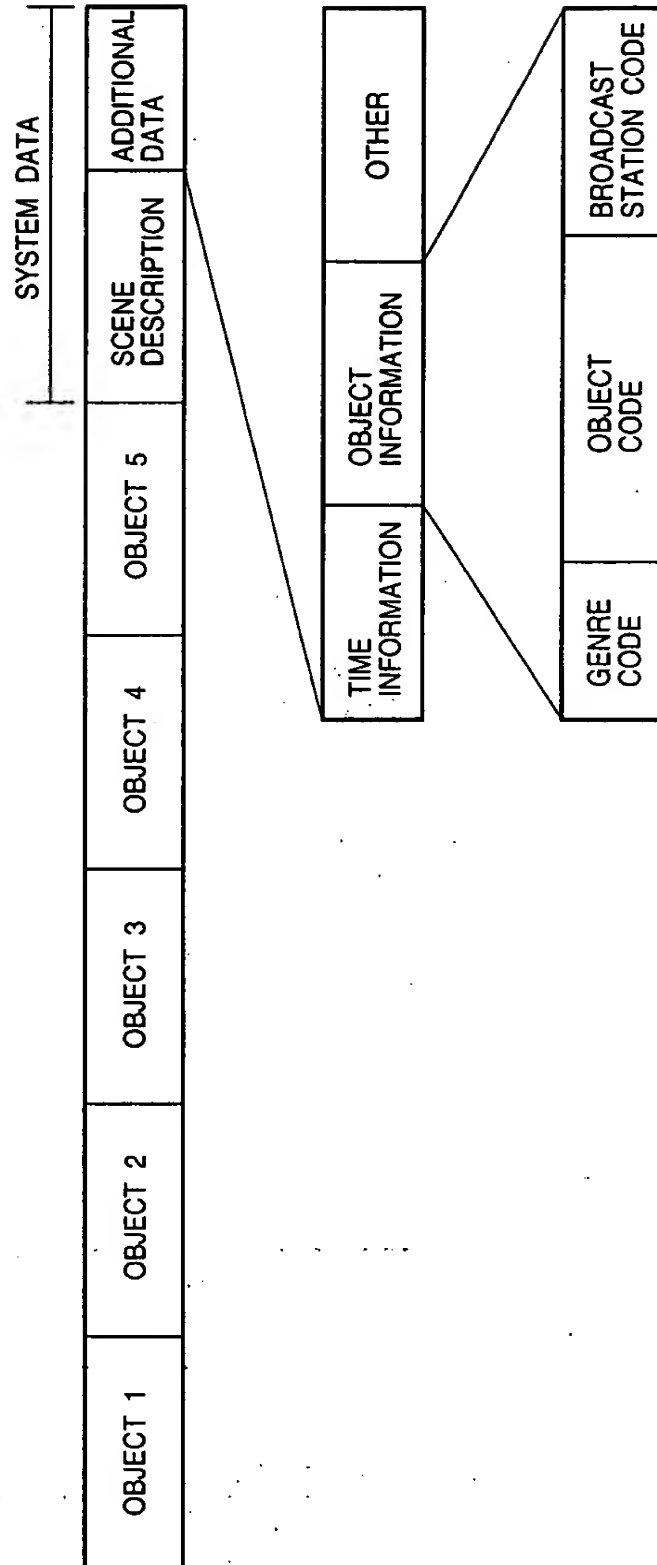


FIG. 41

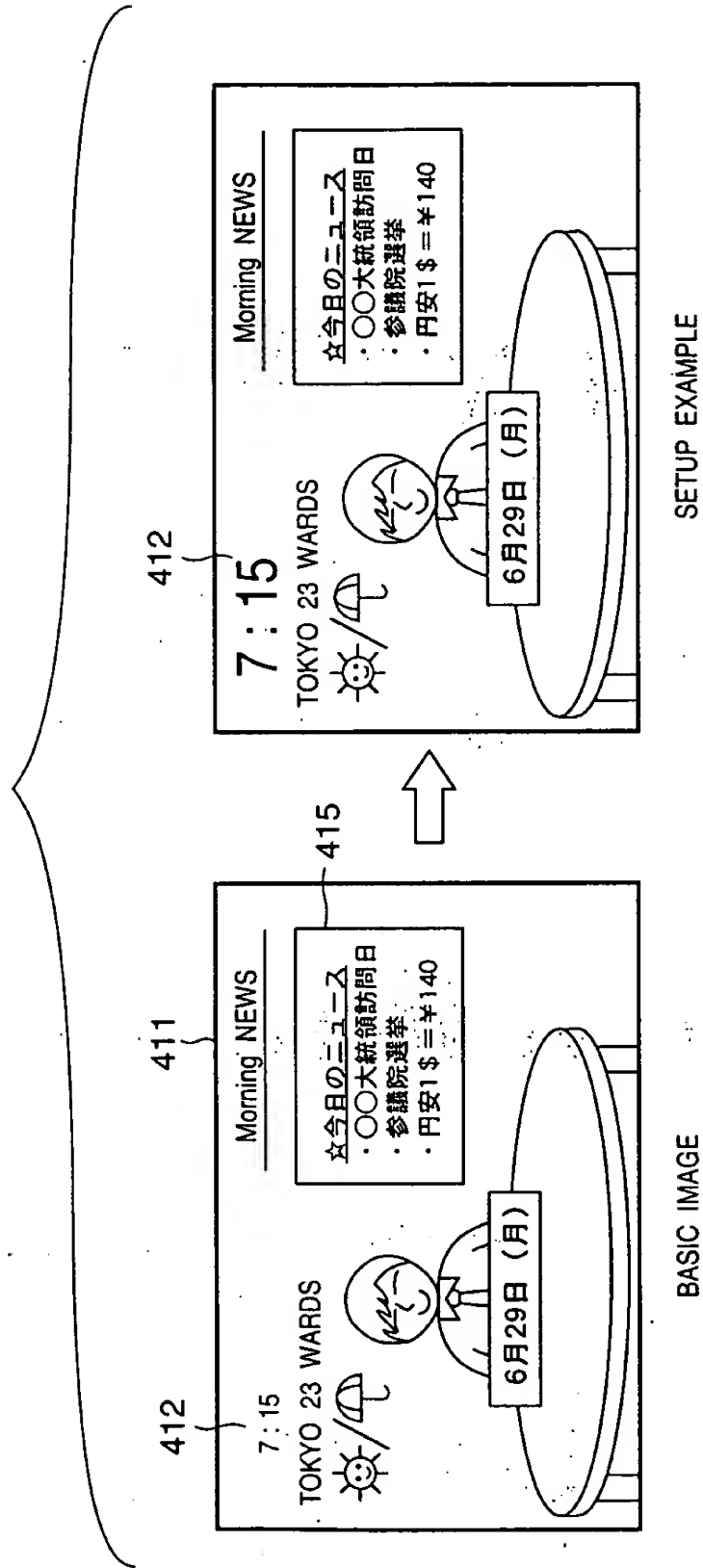


FIG. 42

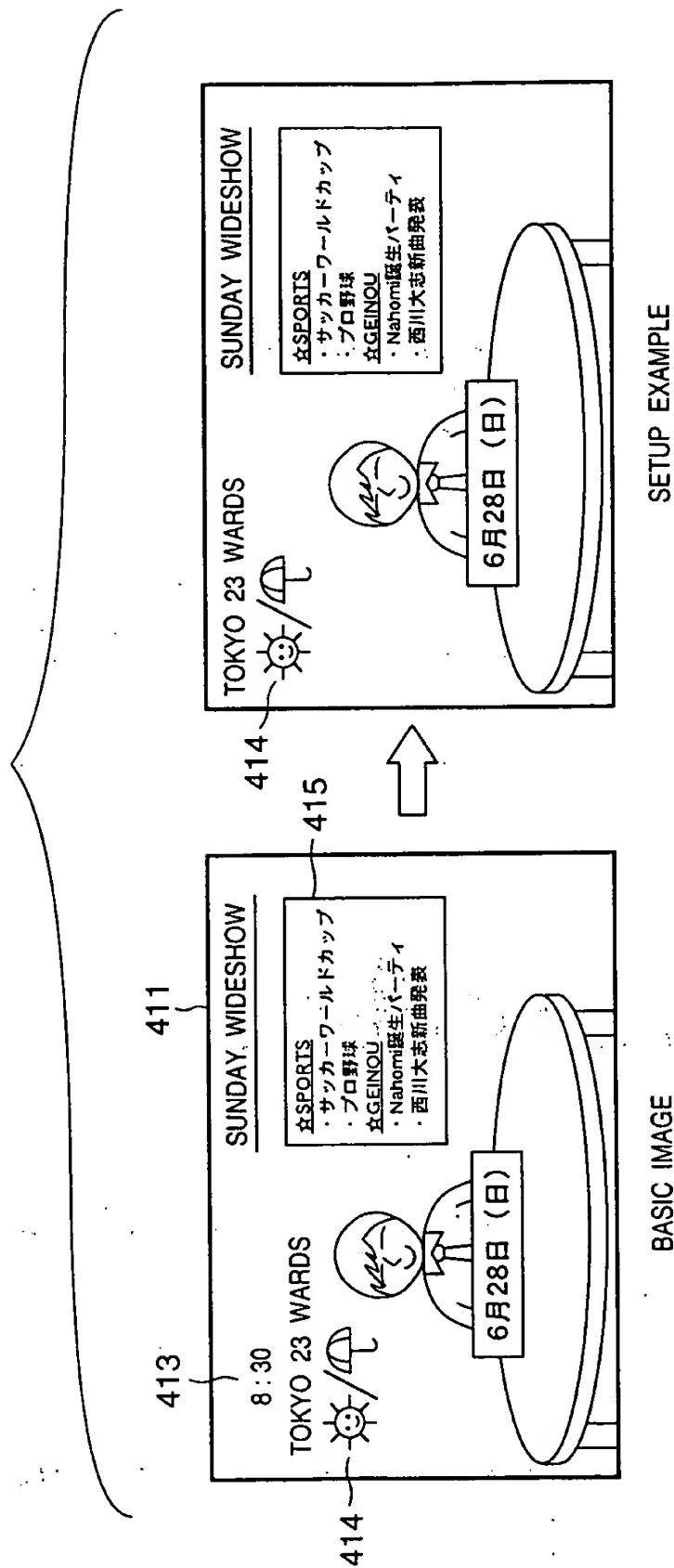
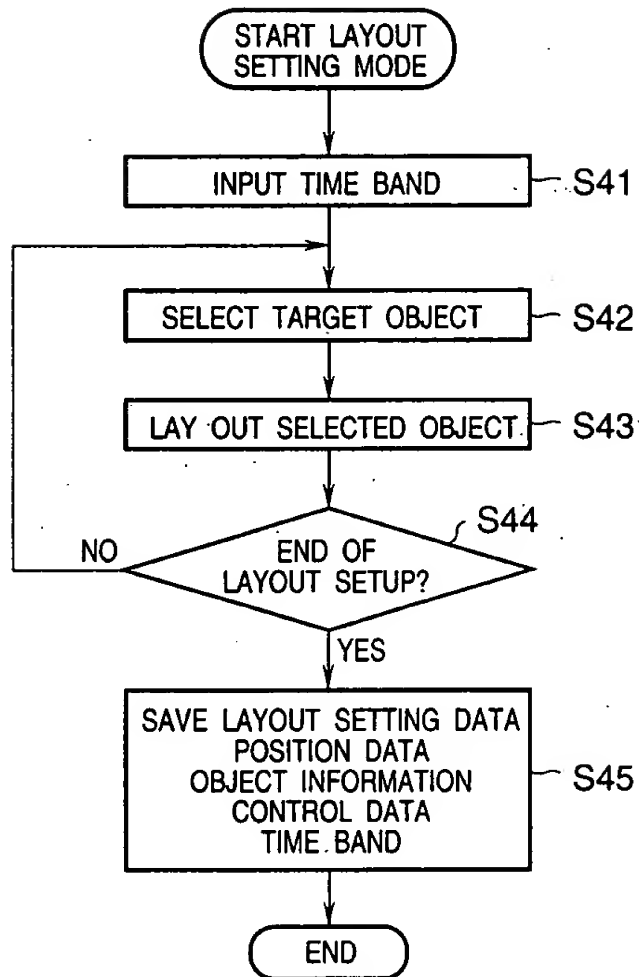


FIG. 44

MODE		TIME BAND	OBJECT INFORMATION	DEFAULT POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
DEFAULT SETTING MODE	GOOD MORNING	7 : 00 — 9 : 00	OBJECT INFORMATION	DEFAULT POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	GOOD NIGHT	22 : 00 — 24 : 00	OBJECT INFORMATION	DEFAULT POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	GO OUT	6 : 30 — 8 : 00 MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY	OBJECT INFORMATION	DEFAULT POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	HOLIDAY	6 : 30 — 8 : 00 SATURDAY, MONDAY	OBJECT INFORMATION	DEFAULT POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
USER SETTING MODE	USER 1	19 : 00 — 21 : 00 MONDAY	OBJECT INFORMATION	SET POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	USER 2	21 : 00 — 22 : 00 WEDNESDAY	OBJECT INFORMATION	SET POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	USER 3	12 : 00 — 13 : 00 MONDAY, WEDNESDAY, FRIDAY	OBJECT INFORMATION	SET POSITION DATA	CONTROL DATA	BROADCAST STATION DATA
	USER 4	7 : 30 — 8 : 30	OBJECT INFORMATION	SET POSITION DATA	CONTROL DATA	BROADCAST STATION DATA

FIG. 45



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FIG. 46

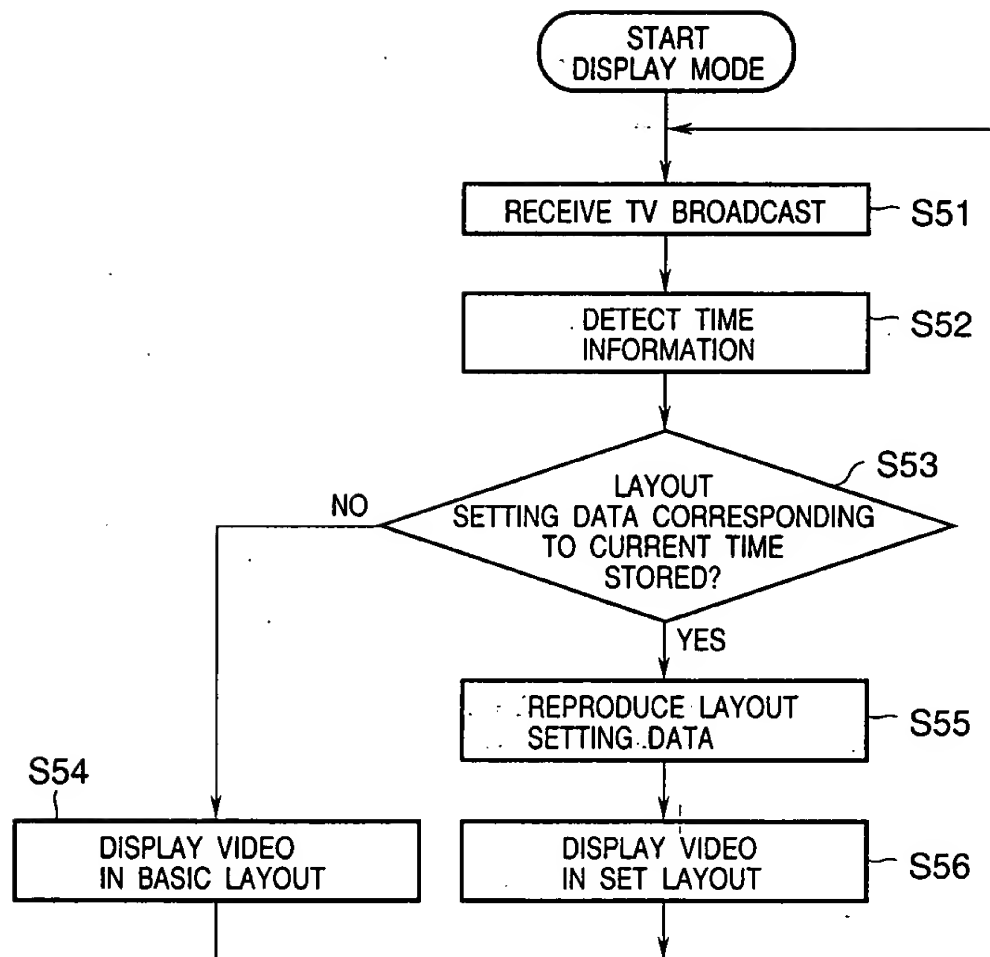


FIG. 47

